

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**



THE MIDDLE SEA

CORE RULEBOOK



Shireland

Vata Aedain

The Keln Isles



Nordvanir

ODaurecacia

Lusacania

Land of the Oenaari

The Republic of Karch

Caabacana

Land of the Thanes

Chessadonia

ODaissai

Pharos

Land of the Sakaethyn

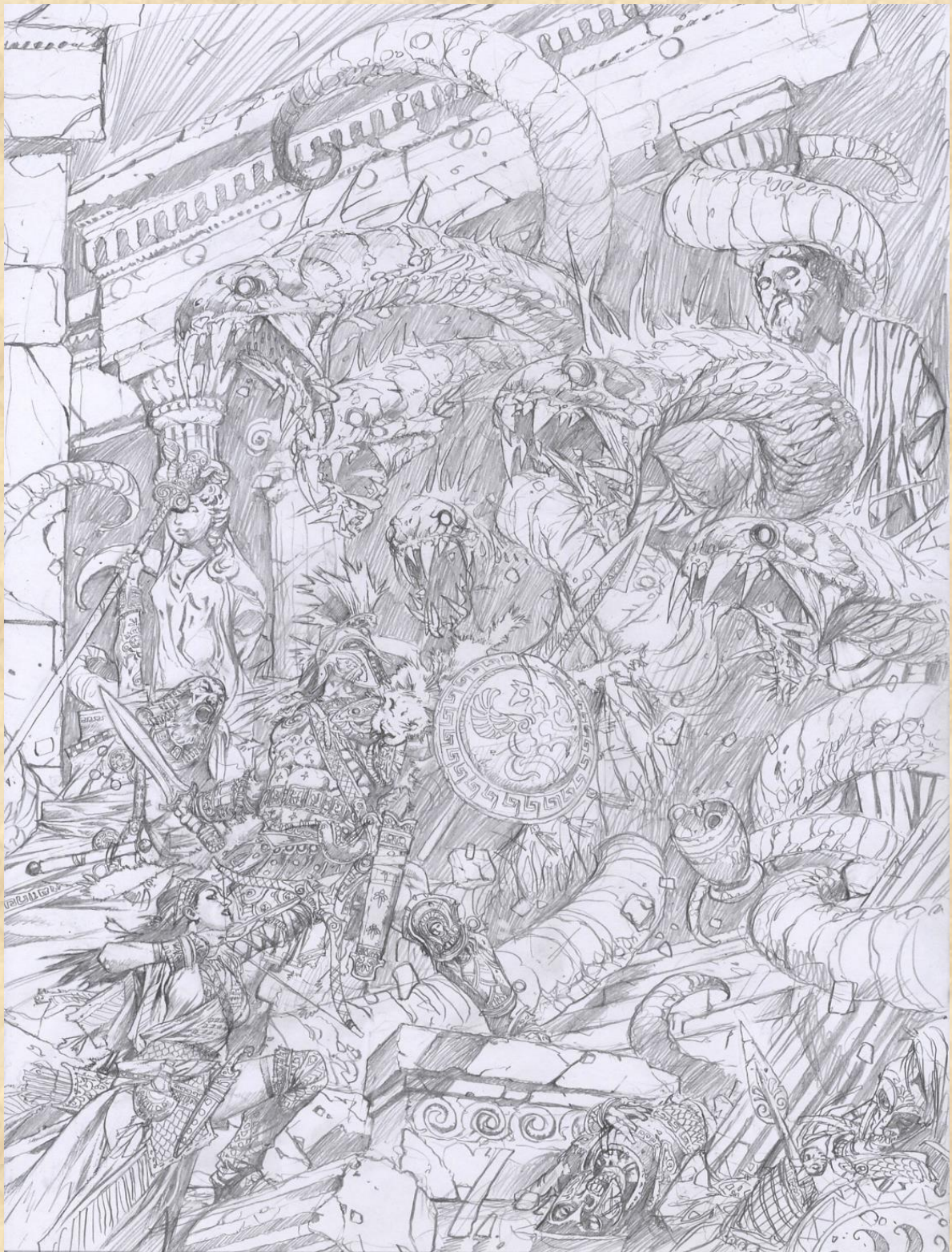
Narsch

Nechia

500 miles







Wayne Reynolds' cover illustration for The Middle Sea.

COVER ILLUSTRATION

The prompt I wrote to Wayne for the cover:

"We are in a vast necropolis. The architecture is classical Greco-Roman, with many columns that march away into shadow. Still, brackish water floods the ground. Small islands of crumbled stones lie piled here and there along with bones of long-dead adventures, still encased in their ancient, rusted armor. Just ahead, between two large, intricately carved columns of human figures (warriors) is a dark cavity that falls away into unknown blackness.

In the foreground are our hardy heroes. They resemble ancient Greek hoplites. They have bronze greeves; wear sandals with leather straps that criss-cross around their muscular calves; leather skirts with bare legs; breastplates with fine etchings; carry the large hoplon Greek-styled shields with various images painted on them (boar's head, wyvern, etc.); and are armed with short swords, spears, and bows and arrows. (Total number can be 3 to 5, depending on your instincts for the piece's composition). What quest sent them here to this dark and horrible place is unknown, but we can tell they are men of duty.

And now they are scrambling in response to what is emerging from the darkness straight ahead of them.

It is some Cthulian-inspired demon. Large black tentacles reach out, wrapping around columns, pulling an immense frame forward, disturbing the waters. Its hydra-like heads follow, snapping viciously at the air, eyeing the adventurers, ready for its meal... It's terrible to behold, powerful... an ageless, Cathonic demon from a forgotten, nightmarish past...

Wayne's response:

Hi Hank,

I am looking forward to working on this project. Classical Greece is one of my favourite subject matters.

I assume you'd prefer fantasy interpretations of the hoplites? (More along the lines of slight armour and weapon variations, but keeping them recognizably from the ancient Grecian culture) But please let me know if you'd like accurate historical representations instead. I have plenty of reference material on this subject matter, including replica armour and weapons.

Do you want the warriors to reflect an ancient Grecian version of an adventuring party? Perhaps including different professions such as mage or priest? (Maybe a Thracian archer?) or would you prefer the group to completely comprise of hoplites?

Thanks for choosing me to work on this project. I've been waiting for an illustrating opportunity like this for years.

I can't wait to get started.

Best wishes : Wayne



THE MIDDLE SEA

CORE RULEBOOK

A Homebrew Campaign Setting
by
Hank Woon

INTRODUCTION

Welcome to **THE MIDDLE SEA**! My personal homebrew campaign setting that I first began developing in 1990, when I started playing [*Advanced Dungeons & Dragons 2nd Edition*](#).

Like most homebrew settings, **The Middle Sea** is melting pot of innumerable sources: various D&D campaign settings, real-world history, TV & films, books, comics, cartoons, and other RPGs, all mixed together with original content.

This latest iteration has gone back to its old-school roots and been redesigned to be compatible with **Old-School Essentials**. This PDF assumes you have the following:

- ♦ [Old-School Essentials Classic Fantasy: Rules Tome](#)
- ♦ [Old-School Essentials Advanced Fantasy: Player's Tome](#)
- ♦ [Old-School Essentials Advanced Fantasy: Monsters](#)
- ♦ [Old-School Essentials: The Necromancer](#)

This PDF also makes use of the first several issues of **Carcass Crawler** (including #0).



Early Wayne Reynolds sketch of the cover.



Where possible, I defer to the rules already written, but many aspects of this campaign setting demanded alternatives (particularly with the coinage system). DMs should find that this remains highly compatible with all OSR rulebooks, though slight tweaking might be required.

SWORD & SORCERY

The Middle Sea is at its heart more sword & sorcery than high fantasy, though elements of the latter are certainly prevalent. But this means there is violence, nudity, slavery, blood sacrifices, demons (and demon worship), and madness. I know this isn't everyone's cup of tea, but it's my preferred tone and style for this setting. If works like *Conan the Barbarian*, *Dungeon Crawl Classics*, *Astonishing Swordsmen & Sorcerers of Hyperborea*, and *Tales of Argosa* aren't your thing, you won't like this, either.



Wayne Reynolds's sketches of my iconics: Scythax (human ranger); Esha (satyr thief); and Vella (elf).

The goal of this campaign setting is to provide a true sandbox for players; a setting not relying on DM fiat to determine destinies, but a setting begging players to truly affect and change the course of its history through their exploits.

This is only truly possible if the Dungeon Master feels confident in the inherent balance of the world and, critically,

its economic system. To that end, this world was rebuilt from the ground up, organically recreating its history through the lens of plausible and realistic world building.

The result is a campaign that runs on cause and effect rather than guesswork, where every action, whether slaying a tyrant, disrupting a trade route, founding a guild, or igniting a war, has calculable, knowable consequences within the world's existing structures. Nothing happens "because the DM says so"; it happens because the world's logic demands it.

So with that being said, welcome, slayer; welcome reaver; welcome adventurer, to **The Middle Sea**!





LANGUAGES

The Middle Sea does not have alignment languages. Instead, the alignment language should be replaced with the language of the

Cultural Languages

Language / Nation	
AQUAN	*The Undersea Nations
KELNIC	ARLENCE (<i>AR-lents</i>)
DENAARIYEN	DENAARI (<i>duh-NAR-ee</i>)
ECABATAN	ECABATANA (<i>eck-uh-buh-TAH-nuh</i>)
KALINESE	KA LI (<i>KAH-lee</i>)
KARTHAN	KARTH (<i>KARTH</i>)
KELNIC	KELN (<i>KELL-n</i>)
LUSATANIAN	LUSATANIA (<i>loo-suh-TAY-nee-uh</i>)
MASSAN	MASSAI (<i>mah-SIGH</i>)
MAURETANIAN	MAURETANIA (<i>more-uh-TANE-ee-uh</i>)
NARSENE	NARSEH (<i>NAR-say</i>)
NETHIAN	NETHIA (<i>NETH-ee-uh</i>)
VANIRIC	NORDVANIR (<i>nord-VUH-neer</i>)
PHARSIC	PHAROS (<i>FAR-ohs</i>)
SAKAETHYN	SAKAETHYN (<i>suh-KAY-thin</i>)
SHIREFOLK HOBBITTESE	SHIRELAND (<i>SHY-er-lund</i>)
THANIC	THANE (<i>THAYN</i>)
THESSADONIAN	THESSADONIA (<i>theh-suh-DOH-nee-uh</i>)
THROLIC	THROLE (<i>THROLL</i>)
HIGH ELVISH	VALA AEDAIN (<i>VAL-uh EYE-din</i>)

In addition, there are three new racial languages: **Merrow**, **Satyr**, and **Triton**. The Common tongue is **Vulgar Cymran**.

OPTIONAL RULES

The Middle Sea utilizes the optional rules of **morale**, **weapon proficiencies**, **secondary skills**, **multiple classes**, **character races** (players may also still choose a race as a class, as well), **invulnerabilities**, **individual initiative**, **THACO**, and **variable weapon damage**.

STARTING WEALTH

Characters start with **1d8 × 100 copper pieces (cp)**. DMs and players should default to this PDF for all prices. When the price for an item or service is required to be converted, use the following rule of thumb:

◆ **Item price (gp) × 3 = Middle Sea cost in cp (copper pieces).**

For example, 5 gp = 15 cp

◆ **Item price (sp) × 3 = Middle Sea cost in bp (bronze pieces).**

For example, 15 sp = 45 bp



NEW CHARACTER CLASSES

AQUATIC ELF

Demihuman Class

Requirements: Minimum DEX 9, minimum INT 9

Prime requisite: DEX and INT

Hit Dice: 1d6

Maximum level: 10

Armor: Coral armors, including shields

Weapons: Any appropriate to underwater

Languages: Aquan, Common, Elvish, Merrow, Sahaugin, Triton

Aquatic elves hail from the depths of the Middle Sea, in the great underwater city of *Vala Neraï*. Aquatic elves have the longest life span of any of the humanoid races living underwater. The elves' longevity makes them highly sought after by other races to act as advisors, historians, craftsmen, and slaves. Many young elves travel away from their communities to see as much of the world as they can. Groups of elven scouts and soldiers are frequently found serving in triton and merrow forces.

Aquatic elves are slight of build and have noble faces. Their eyebrows are usually arched, and their noses aquiline. Their ears are long and pointed, and they have gill slits in their necks. The aquatic elves have webs between their fingers and toes, and small fins on their ankles. Skin color varies among the aquatic elves, with light tan, seablue, and seagreen colors predominating.

Prime requisites: An aquatic elf with at least 13 DEX and INT gains a 5% bonus to experience. An aquatic elf with an INT of at least 16 and a DEX of at least 13 receives a +10% XP bonus.

ARCANE MAGIC

Aquatic elves follow the same rules as the **elf demihuman class** for arcane magic. Aquatic elves' spellbooks are made from seashells (runes carved into nautilus shells, conches, or pearl-like spiral shells); kelp



scrolls (magically hardened kelp sheets that function like parchment underwater); or crystal looms (thin plates of sea-crystal or quartz, etched with light-refracting sigils).

COMBAT

Aquatic elves can use any armor that is made from undersea materials ("coral armor"; see the **Equipment Chapter** for more information), and any weapon that is appropriate for underwater combat (e.g., tridents, spears, daggers, etc.).

CONCEALMENT

All aquatic elves can conceal themselves underwater in reefs or weeds so that they become effectively invisible. A motionless aquatic elf has a 90% chance of not being detected. If they move, the chance of success is 2-in-6, with a +1 bonus per DEX AC bonus (e.g., 3-in-6 with a +1 DEX AC bonus).

DOLPHIN SONG

Aquatic elves speak (or sing) the language

of dolphins and whales, which consists of a strange mixture of high pitched whistles and rumbling sounds. They can communicate with any dolphin or whale within 500 feet.

SUPERIOR SWIMMER

Aquatic elves move their full **movement rate** while swimming. Their AC bonus from DEX also doubles.

TRANSMEDIUM

Aquatic elves can exist both above and below the oceans. However, an aquatic elf must spend at least 6 hours total completely submerged under water (fresh or salt) per every 24-hour period or suffer 1 hp of damage. This damage cannot be healed until the aquatic elf has spent the required time submerged under water.

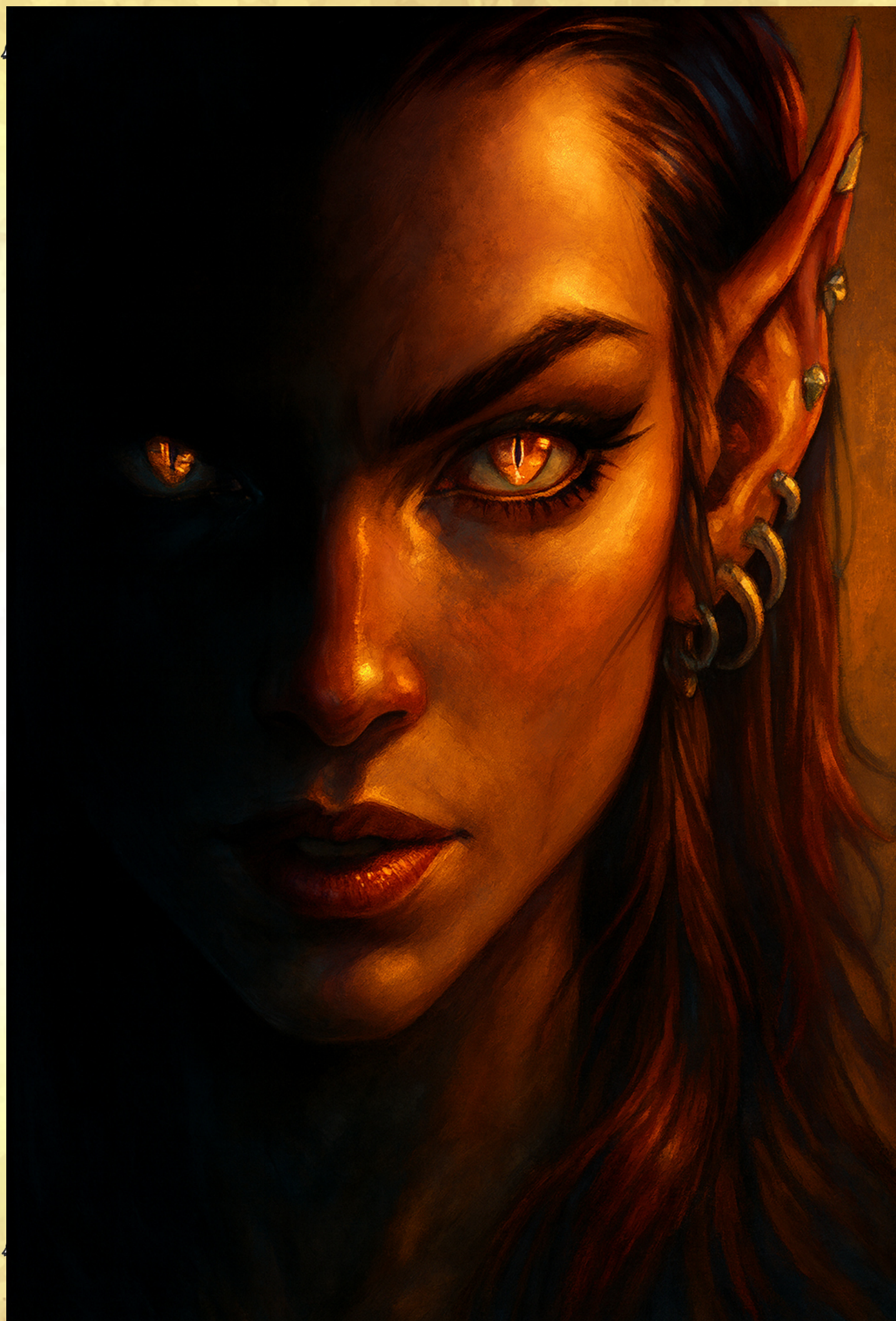


AQUATIC ELF LEVEL PROGRESSION

LEVEL	XP	HD	THACO	SAVING THROWS				
				D	W	P	B	S
1	0	1d6	19	12	13	13	15	15
2	4,400	2d6	19	12	13	13	15	15
3	8,800	3d6	19	12	13	13	15	15
4	17,600	4d6	17	10	11	11	13	12
5	35,200	5d6	17	10	11	11	13	12
6	70,400	6d6	17	10	11	11	13	12
7	140,800	7d6	14	8	9	9	10	10
8	264,000	8d6	14	8	9	9	10	10
9	384,400	9d6	14	8	9	9	10	10
10	504,400	9d6+2*	12	6	7	8	8	8

*Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.



ARTIFICER

Requirements: Minimum INT 9

Prime requisite: INT

Hit Dice: 1d4

Maximum Level: 14

Armor: Leather, shields

Weapons: Crossbow, dagger

Languages: Common, Nationality

Artificers are the living tradition of *Bal-Naan*, the long-vanished gnomish empire whose brilliance once reshaped the world. Their craft descends from the secret workshops of that age: the alchemical forges, rune-etched gearworks, black-powder sanctums, and impossible laboratories whose wonders have never been equaled.

Because of this heredity, gnomes may also take artificer as a class.



ALCHEMY & ARTIFICE

Through a combination of arcane magic and manipulating the forces that govern the cosmos, you are able to create gadgets that mimic spell-like effects. The level progression table shows the number of gadget powers known to the artificer as well as the total gadget points available per day, determined by the character's level. Gadget powers are detailed in the following section.

COMBAT

Artificers can only use daggers and crossbows in combat, as they mostly rely on their gadgets for offense and defense. They can wear leather armor and use shields.

JURY-RIGGING

An artificer can attempt to cobble together an improvised gadget, mixture, or mechanism using whatever materials are at hand. This

ability represents quick thinking, technical instinct, and a knack for turning scraps into solutions.

The artificer may attempt a jury-rig once per level per day. When you doing so, the player describes the intended effect: bypassing a barrier, neutralizing a hazard, creating a tool, or otherwise helping the party overcome an immediate problem. The DM then calls for an appropriate roll; either a saving throw or an ability check, depending on the nature of the attempt. Modifiers and difficulty are set by the DM.

If the roll succeeds, the artificer quickly cobbles together a temporary device from whatever is available (broken tools, discarded mechanisms, plant matter, powders, wire, cloth, or anything else in reach). These inventions tend to be crude but effective, and they rarely last long.

Examples of possible jury-rigs include:

- ♦ a tiny alchemical charge that blows open a lock,
- ♦ a pressure-launched grappling hook that fires up over a city wall,
- ♦ a fast-hardening resin useful for repairing armor and shields,
- ♦ a single-use spark coil to ignite a torch or campfire,
- ♦ or a miniature buoyancy bladder that can double as a flotation device.

Any such device operates only briefly (typically only **1d4 hours**, often less).

TRINKETS

Artificers possess a talent for crafting small curiosities: clever mechanisms, fineworked ornaments, alchemical comforts, and other minor creations that fetch a modest price in markets and caravan stalls. These items, known collectively as *trinkets*, showcase the artificer's precision and creativity even when they are not working on grander inventions.

A trinket may take many forms: a tiny brass automaton that walks in a circle, an intricate pendant etched with shifting patterns, a vial of soothing tonic, a clockwork clicking puzzle, a scent-oil blended from rare herbs, or any other small, non-magical novelty that demonstrates craftsmanship.

To create a trinket, the artificer spends one week of dedicated work and invests up to 1 gold piece in materials. At the end of the week, the player makes an INT check, adding a bonus equal to the artificer's level. A failed check means the attempt did not come together as planned, and the investment is lost.

On a success, the trinket is completed and ready for sale. The artificer then rolls d% to determine how much profit the item earns. The result is treated as a percentage increase to the artificer's original investment.

For example: a result of 12 indicates a 12% profit.

Any fractional amounts are rounded down.



ARTIFICER PROGRESSION

LEVEL	XP	HD	THACO	SAVING THROWS					GADGET POWERS	GADGET POINTS
				D	W	P	B	S		
1	0	1d4	19	13	14	13	16	15	2	1
2	3,400	2d4	19	13	14	13	16	15	3	2
3	6,800	3d4	19	13	14	13	16	15	4	3
4	13,600	4d4	19	13	14	13	16	15	5	4
5	27,200	5d4	19	13	14	13	16	15	6	5
6	54,400	6d4	17	11	12	11	14	12	8	6
7	108,800	7d4	17	11	12	11	14	12	9	8
8	204,00	8d4	17	11	12	11	14	12	10	12
9	354,000	9d4	17	11	12	11	14	12	11	14
10	504,000	9d4+1*	17	11	12	11	14	12	12	16
11	654,000	9d4+2*	14	8	9	8	11	8	15	18
12	804,000	9d4+3*	14	8	9	8	11	8	16	20
13	954,000	9d4+4*	14	8	9	8	11	8	17	22
14	1,104,000	9d4+5*	14	8	9	8	11	8	18	24

*Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.



GADGET POWERS

A gadget power is a discrete effect: a single application of cosmic forces or a technological formula that produces a specific, intentional outcome. Gadget powers may function as tools, weapons, or specialized devices.

It is assumed that an artificer keeps a variety of such mechanisms on hand at any given time. Players are encouraged to describe the appearance and operation of these contraptions in whatever creative way best reflects how their gadget power manifests in the moment. Using a gadget power uses up an attack action.

GADGET POINTS

No matter how many gadget powers an artificer knows, only a limited number can be activated each day. The artificer class description includes a table that lists how many **gadget points** a character has at each level. Each gadget power's entry also specifies the cost required to activate it.

For example: A 3rd-level artificer has **3 gadget points**.

Whenever an artificer uses a gadget power, the appropriate number of points is expended until the following day.

OVERCHARGE

Many gadget powers can be pushed beyond their standard function by spending additional gadget points, as described in the **Overcharge Tech** section of each power.

Whenever an artificer activates an overcharged feature, there is a **50% chance** the device will burn out and become unusable until the artificer spends **8 hours** repairing it. This chance decreases by 2% for every level beyond 1st (for example, a 3rd-level artificer has a 46% chance of burnout).



ABSORB ENERGY

Duration: 3 turns

Range: The artificer

Gadget point cost: 1

When activated, the artificer chooses one type of energy (fire, cold, or electric).

◆ **Reduced damage:**

For the duration of the power, any damage of the selected type is reduced by 2 points.

◆ **Save bonus:**

The artificer gains a +2 bonus to all saving throws versus magical or breath-weapon attacks of the chosen type.

Overcharge: +1 gadget point increases the damage reduction by 2 points.

ACID SPLASH

Duration: Instant

Range: 30'

Gadget point cost: 2

The artificer launches a globe of acid at a target.

◆ **Acid damage:**

The target must succeed at a **saving throw versus breath attacks** or suffer



1d6 damage.

◆ **Splash:**

All creatures within 5 feet of the primary target must make a successful **saving throw versus breath attacks** or suffer 1d4 damage.

Overcharge: +1 gadget point increases all damage dealt by 2 points.

ARC LASH

Duration: Instant

Range: 30'

Gadget point cost: 1

Discharges a crackling bolt of energy at a single target.

◆ **Attack roll:**

In combat, a ranged attack roll is required.

◆ **Electric damage:**

If the artificer hits, the target suffers 1d4 damage.

Overcharge: +1 gadget point increases the range by an additional 30 feet.

BARRIER SHIELD

Duration: 5 turns

Range: The artificer

Gadget point cost: 3

A shimmering kinetic field surrounds the artificer that gives an improved AC against ranged attacks and a saving throw bonus:

◆ **Against missile attacks:**

AC 2.

◆ **Saving throw bonus:**

+2 versus breath attacks and wands.

Overcharge: +1 gadget point increases the AC bonus to AC 1 and the saving throw bonus to +4.

CHAINTOOTH WEAPON

Duration: 1 turn

Range: The artificer

Gadget point cost: 4

The artificer activates a mechanized melee

weapon, such as a chainsaw. This device is extremely loud and makes stealth, hiding, and surprise impossible.

The artificer may have more than one of these devices, but each requires a separate gear power slot. No matter the design, the chaintooth weapon has the weapon quality of **slow**.

◆ **Melee attack:**

A melee attack roll is required to hit. The artificer is considered proficient with the chaintooth weapon. The weapon deals 2d4 damage on a successful hit.

◆ **Natural 1:**

A natural 1 on an attack roll causes the weapon to malfunction (requires 8 hours of repair).

Overcharge: +1 gadget point increases the damage to 3d4.

COMBUSTIVE SHOT

Duration: Instant

Range: 30'

Gadget point cost: 1

The artificer fires an alchemical incendiary bolt or pellet.

◆ **Missile attack:**

In combat, a missile attack roll is required.

◆ **Effect:**

On a successful hit, the target suffers 1d4 damage. In addition, a DEX check is required. Failure causes ongoing 1d4 damage from fire at the start of each round until an action is used to put out the flames.

Overcharge: +1 gadget point increases the damage, both initial and ongoing, to 1d6.

CONCEALED CALTROP

Duration: Instant

Range: 60'

Gadget point cost: 2



The artificer disperses a dense array of caltrops across a **20' radius** area.

◆ **Difficult terrain:**

Any creature passing through the area at more than **5' per round** must make a **DEX check** or suffer 1d2 damage.

◆ **Falling:**

If a creature takes damage from the caltrops, they must make an immediate **saving throw versus paralysis** or fall prone, unable to attack until they are able to stand up again. Undead, constructs, and slimes/oozes are exempt.

Overcharge: +1 gadget point increases the area of effect to a 30' radius.

CORROSIVE SPHERE

Duration: Instant

Range: 60'

Gadget point cost: 6

The artificer hurls a volatile canister of acid that detonates in a **20' radius**.

◆ **Acid damage:**

Every creature in the area of effect must succeed at a **saving throw versus breath attack** or suffer 2d6 damage.

◆ **Ongoing damage:**

Until the acid is somehow washed off, removed, or otherwise neutralized, those affected continue to take 2d4 damage per round. The acid destroys cloth, leather, or wood in one round. (Stone, metal, and coral are unaffected.)

Overcharge: +1 gadget point increases the range to 120' and the radius to 30'.

CORRODING SPRAY

Duration: Instant

Range: 5'

Gadget point cost: 2

A focused chemical jet corrodes a single metal object or surface.

◆ **Metal weapons, armor, and shields:**

The wielder must succeed at a **saving throw versus breath attack** or the item is destroyed.

Magical items are unaffected.

◆ **Metal locks/hinges/chains/bars:**

Non-magical locks and other restraining or security devices are destroyed.

◆ **Metallic creatures:**

Creatures made of metal (e.g., bronze golems) must succeed at a **saving throw versus breath attack** or suffer 1d8 damage.

Overcharge: +1 gadget point increases the range to 15'.

CRYO BLAST

Duration: Instant

Range: 40'

Gadget point cost: 3

The artificer fires a compressed ball of intense cold discharge that detonates on impact.

◆ **Missile attack:**

In combat, a missile attack is required.

◆ **Damage:**

On a successful hit, the target takes 1d8 damage.

◆ **Frozen:**

If hit, the target must succeed at a **saving throw versus spells** or treat every attack as if they were wielding a weapon with the **slow** quality. This effect lasts for 1 turn.

Overcharge: +1 gadget point increases the initial damage by 2 points upon a successful hit.

CRYO SPRAY

Duration: Instant

Range: 60' cone, 30' wide at the end

Gadget point cost: 4

Unleashes a cone of frigid air that damages those within it.

◆ **Effect:**

Creatures caught in the cone suffer 3d6 damage, with a successful **saving throw versus spells** indicating half damage.



◆ **Frozen:**

Creatures reduced to 0 or fewer hps are frozen solid.

Overcharge: +1 gadget point increases the damage to 4d6.

DARKVISION

Duration: 10 turns

Range: The artificer

Gadget point cost: 4

The artificer is able to see 60' in the dark with night vision.

Overcharge: +1 gadget point increases the range to 100'.

DEBILITATING GAS

Duration: 4 turns

Range: 30'

Gadget point cost: 4

The artificer releases a dense cloud of choking vapors that fills a **30' diameter**.

◆ **Effect:**

Any creature caught in the cloud must succeed at a **saving throw versus paralysis** or fall prone and be unable to perform any action (including movement) for as long as they remain in the cloud.

◆ **Immunity:**

Only creatures with a living respiratory system are affected.

Overcharge: +1 gadget point increases the area of effect to 50' in diameter.

DECRYPTION

Duration: 1 turn

Range: The artificer

Gadget point cost: 1

The artificer activates an analytical cipher-engine, projecting patterns of arcane logic over a text or inscription.

◆ **Effect:**

For the duration, the artificer can read any language, even magical. It does not grant the ability to use scrolls, however.

Overcharge: +1 gadget point increases the duration to 6 turns.

DEFIBRILLATE

Duration: Instant

Range: Touch

Gadget point cost: 8

The artificer applies a high-voltage restorative surge to a recently fallen creature (within 10 minutes of death).

◆ **Effect:**

If the target succeeds at a **saving throw versus death** it is revived at 1 hp, provided its body is intact enough to survive the shock and is lacking any ongoing wound or condition (e.g., decapitated, etc.) that would prevent the return to life.

Overcharge: +1 gadget point increases the revived hps to 1d4+1.

DETECT INVISIBILITY

Duration: 6 turns

Range: 20'

Gadget point cost: 2

Invisible creatures or items within range are revealed to the artificer.

Overcharge: +1 gadget point increases the range to 50'.

DETECT TRAPS

Duration: 1 turn

Range: 30'

Gadget point cost: 3

The artificer can spot non-magical traps within range.

Overcharge: +1 gadget point increases the duration to 2 turns.

DISINTEGRATE

Duration: Instant

Range: 30'

Gadget point cost: 18



The material form of a single, non-magical creature or object is instantly and permanently destroyed.

◆ **Living target:**

If a creature is targeted it may **save versus death** to resist disintegration.

◆ **Object:**

The following might be targeted: a tree, a ship, a 10' section of wall.

Overcharge: +1 gadget point increases the range to 60'.

ELECTRICAL BURST

Duration: Instant

Range: 5' radius around the artificer

Gadget point cost: 2

The artificer releases a sudden discharge of stored electrical energy in a **5' radius** around themselves.

◆ **Effect:**

Any creature caught in the discharge must make a successful **saving throw versus breath attack** or suffer 1d6 damage.

Overcharge: +1 gadget point increases the area of effect to 10' in diameter.

ELECTROSHOCK

Duration: Instant

Range: Touch

Gadget point cost: 1

A focused tongue of fire erupts from one of the artificer's devices.

◆ **Melee attack:**

In combat, a melee attack roll is required. If successful, the target suffers 1d4 damage.

Overcharge: +1 gadget point increases the damage to 1d6.

FLAME SWEEP

Duration: Instant

Range: 15' foot cone, 15' wide at the end

Gadget point cost: 2

A focused tongue of fire erupts from one of the artificer's devices.

◆ **Effect:**

All creatures in the cone must succeed at a **saving throw versus spells** or suffer 1d6 damage.

Overcharge: +1 gadget point increases the cone area of effect to 20' long, 20' wide at the end.

FLASH BANG

Duration: Instant

Range: 30'

Gadget point cost: 1

The artificer releases a compact photomantic flare device within 30'.

◆ **Effect:**

All creatures with natural sight within 10' of detonation must **save versus paralysis** or be blinded for 1d4 rounds. Creatures vulnerable to bright light (e.g., drow, orcs) make the save at a -2 penalty. Blind creatures cannot attack.

◆ **Immunity:**

Does not affect undead, slimes, or constructs.

Overcharge: +1 gadget point increases the duration to 1d4+2 rounds.

GAS MASK

Duration: 2 turns

Range: The artificer

Gadget point cost: 1

A respirator mask deploys.

◆ **Effect:**

Renders the artificer immune to poisonous clouds, gases, toxins, and other airborne environmental effects that require inhalation to be harmful.

Overcharge: +1 gadget point increases the duration to 4 turns.







GRASPING CORD

Duration: Instant
Range: 30'
Gadget point cost: 2

A cable fires and wraps around one creature, restraining it.

◆ **Missile attack:**

In combat, a missile attack is required. If successful, the target can take no action until freed from the cord. The target must be oge sized or smaller.

◆ **Escaping:**

The target may attempt to use an action to free itself by making a successful Strength check. The cord may also be cut by an ally (AC 10, hp 2).

Overcharge: +1 gadget point increases the range to 60'.

HELLFIRE BLAST

Duration: Instant
Range: 60'
Gadget point cost: 4

The artificer launches (or hurls) a charge that detonates into a fire ball with a radius of 20'.

◆ **Damage:**

Creatures caught in the blast suffer 3d6 damage, with a successful **save versus spells** indicating half damage.

Overcharge: +1 gadget point increases the radius to 30'.

IRON WARD

Duration: 1 turn
Range: The artificer
Gadget point cost: 1

Creates a magnetic field that interferes with metallic weapons.

◆ **Against metal weapons:**

Attacks suffer a -2 penalty.

◆ **Artificer's attacks:**

Any attack by the artificer using metal also receives a -2 penalty.

Overcharge: +1 gadget point increases the penalty to -4.

METAL WINGS

Duration: 2 turns
Range: The artificer
Gadget point cost: 4

The artificer extends metallic wings, allowing for short distances of flight.

◆ **Movement rate:**

Up to 360' (120').

◆ **Free movement:**

Is possible in any direction, including the ability to levitate and hover in mid-air.

Overcharge: +1 gadget point increases the duration to 4 turns.

OIL SLICK

Duration: Permanent
Range: 30'
Gadget point cost: 2

The artificer projects a spray of alchemical oil that coats a 10' × 10' area. The oil remains until removed.

◆ **Slippery ground:**

Any creature the size of a hill giant or smaller that moves into or through the area must succeed at a DEX check or fall prone, unable to attack until able to stand up again.

◆ **Igniting the oil:**

An open flame sets the oil on fire, which burns out in 1d4 rounds. Any creature in the flames takes 1d4 damage each round, no save.

Overcharge: +1 gadget point increases the area to 15' × 15'.

PANIC GAS

Duration: 1d4 rounds
Range: 30'
Gadget point cost: 3

The artificer creates a brief 10' radius fear-inducing vapor.

◆ **Affected creatures:**

Must **save versus spells** or make a morale check with a -2 penalty.

◆ **Effect:**

Creatures that fail the morale check flee from the cloud at full running speed for 1d4 rounds.

Overcharge: +1 gadget point increases the area to 15' × 15'.

POISON FOG

Duration: 1 turn

Range: 30'

Gadget point cost: 4

A sickly, yellow-green gas fills a 15' radius. A gust of wind 20mph or faster will disperse the fog in 1d4 rounds.

◆ **Affected creatures:**

Must **save versus poison** each round they are in the cloud or suffer 1d4 damage.

◆ **Illness:**

Any creature that takes damage from the poison fog suffers a -1 penalty to attacks and saving throws for 1d4 turns.

Overcharge: +1 gadget point increases the radius to 25'.

SALVO

Duration: Instant

Range: 100'

Gadget point cost: 8

The artificer unleashes a volley of explosive projectiles into a 40' radius.

◆ **Affected creatures:**

Creatures in the area of effect suffer 5d6 damage, with a successful **save versus breath attack** indicating half damage.

Overcharge: +1 gadget point increases the damage to 8d6.

SHOCKWAVE

Duration: Instant

Range: Touch

Gadget point cost: 8

The artificer unleashes a focused seismic blast.

◆ **Melee attack:**

If in combat, a melee attack is roll is required.

◆ **Effect:**

If hit, the targeted creature suffers 5d4 damage. In addition, if the creature is oge sized or smaller, it is hurled back up to 10' and falls prone.

◆ **Collision:**

If the thrown target collides with a solid object, it takes another 1d6 damage. If the target collides with another creature, they both take 1d6 damage.

Overcharge: +1 gadget point increases the distance thrown to 20'.

SLEEP FUMES

Duration: 1d4 turns

Range: 40'

Gadget point cost: 4

The artificer releases a 10' radius cloud of gas.

◆ **Affected creatures:**

Must make a **save versus paralysis** or fall asleep for 1d4 turns.

◆ **Immunity:**

Undead, slimes, and constructs are unaffected.

◆ **Killing:**

Affected creatures are helpless and can be killed instantly with a bladed weapon.

◆ **Awakening:**

Damaging, slapping, etc. instantly awakens an affected creature.

Overcharge: +1 gadget point increases the duration to 1d4+2 turns.

SONIC SHOT

Duration: 1d4 rounds

Range: 30'

Gadget point cost: 6

The artificer fires a sonic-amplifying missile.

◆ **Missile attack:**

If in combat, a missile attack is required.

◆ **Effect:**

If hit, the target suffers an initial 2d6 damage.

◆ **Ongoing:**

If hit, the target is surrounded by a disrupting sonic barrier that causes a **-2** penalty to AC and attacks and a **-4** penalty saving throws for the duration.

Overcharge: +1 gadget point increases the duration to 1d4+2 rounds.

SPOT THE WEAKNESS

Duration: 1d4 rounds

Range: 60'

Gadget point cost: 3

The artificer activates a diagnostic targeting array that identifies weaknesses in the target.

◆ **Effect:**

For the duration, the artificer receives a +2 bonus to attacks against the target.

Overcharge: +1 gadget point increases the duration to 1d4+2 rounds.

STUN

Duration: 1 round

Range: 60'

Gadget point cost: 3

The artificer fires a dart of compressed electromagnetic force at a creature.

◆ **Missile attack:**

If in combat, requires a successful missile attack.

◆ **Effect:**

If struck, the target is stunned for 1 round unless they succeed at a

saving throw versus paralysis. No type of creature is immune to this effect.

Overcharge: +1 gadget point increases the duration to 2 rounds.

SUPER STRENGTH

Duration: 1 turn

Range: The artificer

Gadget point cost: 2

The artificer's STR increases to 18 for the duration of this gadget power.

Overcharge: +1 gadget point increases the duration to 1d4 turns.

VORTEX SHOT

Duration: 1d4 rounds

Range: 100'

Gadget point cost: 4

The artificer fires a gravity-warping projectile that destabilizes local space where it strikes.

◆ **Missile attack:**

In combat, a missile attack is required. Treat a non-creature target as AC 10.

◆ **Effect:**

All creatures the size of an ogre or smaller within 10' of where the projectile lands must **save versus paralysis** or be forcibly yanked toward the impact point. They are unable to take any action for the duration.

Overcharge: +1 gadget point increases the duration to 1d4+2 rounds.





MERFOLK

Demihuman Class

Requirements: Minimum DEX 9

Prime requisite: CHA

Hit Dice: 1d8

Maximum level: 9

Armor: Any coral, no shields

Weapons: Any appropriate to underwater

Languages: Aquan, Common

Mermen and mermaids, or merfolk as they call themselves, can be found throughout the **Middle Sea**. Merfolk societies vary from long-established kingdoms to small nomadic bands.

The merfolk were the first of the undersea races, predating both the aquatic elves and the triton. Clashes were common between them and the newcomers long ago, but now the three societies tend to get along (mostly).

AQUATIC SPEED

Merfolk gain a +2 bonus to initiative while underwater. Their speed underwater is 120' (40').

CHARM AQUATIC CREATURES

Once per day, merfolk can cast *charm monster*. They can only target aquatic creatures with this ability.

COMBAT

Merfolk can use any armor that is made from undersea materials ("coral armor"; see the **Equipment Chapter** for more information), and any weapon that is appropriate for underwater combat (e.g., tridents, spears, daggers, etc.). They cannot use shields.

DOLPHIN SONG

Merfolk speak (or sing) the language of dolphins and whales, which consists of a strange mixture of high pitched whistles and rumbling sounds. They can communicate with any dolphin or whale within 500 feet.

Merfolk gain a +2 bonus when using

their **charm aquatic creatures** ability against dolphins and whales.

TRANSMEDIUM

Merfolk can exist both above and below the oceans (though without the aid of magic, movement can be a problem for them out of water). Merfolk must spend at least 6 hours total completely submerged under water (fresh or salt) per every 24-hour period or suffer 1 hp of damage. This damage cannot be healed until the merfolk has spent the required time submerged under water.



MERFOLK LEVEL PROGRESSION

LEVEL	XP	HD	THACO	SAVING THROWS				
				D	W	P	B	S
1	0	1d8	19	13	14	13	16	15
2	1,800	2d8	19	13	14	13	16	15
3	3,600	3d8	19	13	14	13	16	15
4	7,200	4d8	19	13	14	13	16	15
5	8,000	5d8	17	12	13	11	14	13
6	29,600	6d8	17	12	13	11	14	13
7	59,200	7d8	17	12	13	11	14	13
8	118,400	8d8	17	12	13	11	14	13
9	236,800	9d8	14	10	11	9	12	10

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.





MONK

Requirements: Minimum DEX 9, minimum STR 9

Prime requisite: DEX

Hit Dice: 1d4

Maximum level: 14

Armor: None, no shields

Weapons: Any with the monk weapon quality

Languages: Common, Nationality

Monks are monastic aesthetics who practice rigorous mental and physical training and discipline in order to become superior. Their methods and beliefs were first passed down to the mortal races by the **ancient gold dragon Luung** in Ka Li, over one thousand years ago. The art monks practice is both physical and spiritual and is known as **Luung-Do**.

Alignment: Monks must be lawful.

Adjust ability scores: During character creation, monks may not lower WIS.

ARMOR CLASS

Although unable to wear armor, monks are highly skilled in the arts of defense, granting them an Armor Class bonus with levels, as shown in the level progression table.

COMBAT

Monks do not use armor or shields. They may use weapons that possess the monk weapon quality (see the **Equipment** section of this document for more information).

LIMITED POSSESSIONS

To increase their detachment from the material world, monks may only keep wealth and possessions that can be kept on their person or mount. Excess must be donated to a worthy cause, or to the creation of a new monastic temple. (They may not give their wealth to another PC.)



MARTIAL ART MANEUVERS

Monks learn a new martial art maneuver with levels, as shown in the level progression table. Martial art maneuvers replace the standard unarmed attack when used. A monk does not need to use a martial art maneuver when using unarmed combat.

The martial art maneuvers are only effective against humanoid creatures that are ogre sized or smaller. Unless stated otherwise, martial art maneuvers require an unarmed attack roll.

(A) JAB: The jab is a lightning-quick punch that sacrifices power for speed. The technique grants a +1 to attack but a -1 penalty to damage (minimum 1).

(B) PUSH KICK: The push kick is designed to keep the opponent at bay. The push kick suffers a -1 penalty to damage (minimum 1) but shoves the target 5 feet back.



(C) CROSS: The cross sacrifices speed for power. The technique grants +1 to damage but has a **-1** penalty to hit. If the monk hit the same target with a **jab** or **hook punch** during the same round or the round immediately preceding, then there is no penalty to hit.

(D) HIGH KICK: The high kick grants a +2 bonus to damage on a successful hit but is treated as if it has the **slow** weapon quality. If the monk misses with this attack, they must succeed at an immediate DEX check or fall prone. If the strike is successful, it has a 2% chance per point of damage dealt of knocking the target out for 1d4 rounds.

(E) HOOK PUNCH: The hook punch is thrown at an angle and suffers a **-1** penalty to hit but grants +1 to damage. If the monk hit the same target with a **cross** during the same round or the round immediately preceding, then there is no penalty to hit and the damage bonus increases to +2. If the hook punch successfully hits the target, then the monk receives a +1 bonus to hit on their next attack if: it is against the same opponent; it is the same round or the following round; and they use either the **cross** or **uppercut** maneuvers for the attack.

(F) CIRCLE KICK: When attempting this dramatic kick, with which the monk builds up power and momentum by spinning before throwing the technique, the monk must first make a successful DEX check. Failure means they fall prone. If they succeed, they may then make a normal attack roll. Upon a successful hit, the damage roll receives a +4 bonus. If they miss, they must make a second DEX check, this time with a **-4** penalty, or fall prone. The circle kick is treated as if it has the **slow** weapon quality.

(G) UPPERCUT: The uppercut suffers a **-1** penalty to hit but grants +1 to damage. If the

uppercut successfully hits the target, then the monk receives a +4 bonus to damage on their next attack if: it is against the same opponent; it is the same round or the following round; and they use the **cross** maneuver for the attack.

(H) FLYING KICK: This spectacular kick requires at least 5 feet of running space. The kick suffers a **-4** penalty to hit, but if successful adds +1d6 to damage. If the monk misses with this attack, they must succeed at an immediate DEX check or fall prone.

(I) INTERCEPTING STRIKE: When an enemy moves adjacent to the monk with the intent to make a melee attack, the monk may immediately make one unarmed attack against that enemy. This attack occurs before the enemy's attack is resolved. This attack does not count against the monk's normal attacks for the round. The monk may use this maneuver no more than once per round.

(J) STICKY HANDS: The monk has so attuned their sense of touch that even by lightly placing their hand on another they can cause it to follow their every move. Initiating **sticky hands** requires a successful unarmed attack (no damage). The opponent can attempt to break contact by spending an action and making a successful DEX check. For as long as contact remains, the monk receives a +2 bonus to attacks against the target, as well as to their Armor Class against that opponent. Note that kicking maneuvers are not possible during **sticky hands**.

(K) LOCKING BLOCK: Before this maneuver can be used, the monk must currently be engaged with the target using **sticky hands**. The monk initiates this move with a successful unarmed attack (no damage). With this maneuver, the monk traps the opponent's arms so they cannot make an attack. However, the monk is free to continue to attack with a +2 bonus. The

opponent can attempt to free themselves by spending an action and making a successful STR check. If successful, this maneuver reverts back to **sticky hands**.

(L) INSTANT STAND: Once per round, if prone, the monk can instantly regain their feet without using an action.

(M) THROW: Upon a successful unarmed attack, the monk may throw a target a number of feet equal to their level, dealing 1 point of damage per foot thrown. The creature is then prone. If the monk currently has the target in a **locking block**, they gain a +4 bonus to the attack roll.

(N) IRON FIST: By focusing their *chi* into a single strike, the monk gains a+4 to hit and deals an extra 2d6 damage on a successful unarmed attack. If using this maneuver, it is the only attack they can do that round. If they already made an attack that round, then they cannot use this maneuver. If any d6 rolls a 6, the monk gets to re-roll that die and add the new roll to the total. This repeats until no 6 is rolled. For every 6 that is rolled, the target is knocked out for an equal number of rounds unless they make a **save versus paralysis**.

(O) MISSILE CATCH: Any missile weapon that misses the monk may be caught

if the monk chooses. To do so requires a successful DEX check. If it can be thrown back, the monk may make the attack as an immediate free action.

(P) DEATH STRIKE: Once per day, the monk may perform a **death strike** on a humanoid / demihumanoid of any level, or a monster up to 4 + 1 HD. On a successful unarmed attack, the target must succeed at a save versus death at a **-4** penalty or be instantly slain.

UNARMED ATTACKS

The number of unarmed attacks a monk can make per round as well as their unarmed damage is shown in the level progression table. Attacks must be sequential. If the monk is disrupted (e.g., falls prone, etc.) then the remaining attacks are lost. If one of the attacks has the slow quality, all attacks are at the end of the round.



MONK LEVEL PROGRESSION				MARTIAL ART MANEUVERS	#UNARMED ATTACKS PER ROUND	UNARMED DAMAGE	NATURAL ARMOR CLASS	SAVING THROWS				
LEVEL	XP	HD	THACO					D	W	P	B	S
1	0	1d4	19	A, B	1	1d2	9	13	14	13	16	15
2	2,000	2d4	19	C	1	1d3	9	13	14	13	16	15
3	4,000	3d4	19	D	1	1d4	8	13	14	13	16	15
4	8,000	4d4	19	E	1	1d6	8	13	14	13	16	15
5	16,000	5d4	17	F, G	2	1d8	7	12	13	11	14	13
6	32,800	6d4	17	H	2	2d4	7	12	13	11	14	13
7	65,600	7d4	17	I	2	1d10	6	12	13	11	14	13
8	131,200	8d4	17	J	2	1d12	6	12	13	11	14	13
9	262,400	9d4	14	K	3	1d12	5	10	11	9	12	10
10	382,400	9d4+2*	14	L	3	2d6	5	10	11	9	12	10
11	502,400	9d4+4*	14	M	3	2d6	4	10	11	9	12	10
12	622,400	9d4+6*	14	N	3	2d6	4	10	11	9	12	10
13	742,400	9d4+8*	12	O	4	2d6	3	8	9	7	10	8
14	862,400	9d4+10*	12	P	4	2d6	3	8	9	7	10	8

*Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves



NINJA

Requirements: Minimum INT 9
Prime requisite: DEX
Hit Dice: 1d4
Maximum level: 14
Armor: Leather, no shields
Weapons: Any with the ninja weapon quality
Languages: Common, Nationality

The ninja clans of Ka Li developed over many centuries, born from the constant wars and espionage waged among the region's shifting factions, warlords, kingdoms, and empires.

Ninja are invisible warriors; spies and assassins practiced in the skills of concealment, stealth, trickery, disguise, acrobatics, and assassination.

Alignment: Ninja may not be lawful.

BACK-STAB

When attacking an unaware opponent from behind, the ninja receives a +2 bonus to hit and doubles any damage dealt.

COMBAT

Because of their need for stealth and free movement, ninja cannot wear armor heavier than leather and cannot use shields. They can use any weapon with the ninja quality.

DISGUISE

Characters of any class may don disguises, but ninja are masters of the art—able to create disguises that pass even close scrutiny.

Chance of detection: Everyone the ninja meets has a 2% chance of spotting the disguise. This roll is repeated once every subsequent day of meeting.

Posing as another class, race, or sex: Increases the chance of being detected by 2% per change.

Height and weight: A disguise may alter height (up to 3" shorter or 5" taller) or weight (slightly thinner, much bulkier).

MARTIAL ARTS

The ninja deals 1d4 damage with unarmed attacks.

NINJA SKILLS

Ninja can use the following skills with the chance of success shown on the following page:

- ♦ **Hide in plain sight (HP):** Requires a reasonable amount of cover. The ninja must be motionless.
- ♦ **Hide in shadows (HS):** Requires the ninja to be motionless—attacking or moving while hiding is not possible.
- ♦ **Move silently (MS):** A ninja may attempt to sneak past enemies unnoticed.
- ♦ **Tightrope walk (TW):** Ninja can walk along tightropes, narrow beams, and ledges up to half their normal movement rate. A roll is required every 60'. Failure indicates that the ninja falls and suffers falling damage. Windy conditions may reduce the chance of success by up to 20%.

RETREATING ATTACK

If moving at least half their combat movement rate away from a target, the ninja gains a free immediate missile attack against that target.





NINJA LEVEL PROGRESSION

LEVEL	XP	HD	THACO	SAVING THROWS				
				D	W	P	B	S
1	0	1d4	19	13	14	13	16	15
2	1,500	2d4	19	13	14	13	16	15
3	3,000	3d4	19	13	14	13	16	15
4	6,000	4d4	19	13	14	13	16	15
5	12,000	5d4	17	12	13	11	14	13
6	25,000	6d4	17	12	13	11	14	13
7	50,000	7d4	17	12	13	11	14	13
8	100,000	8d4	17	12	13	11	14	13
9	200,000	9d4	14	10	11	9	12	10
10	300,000	9d4+2*	14	10	11	9	12	10
11	425,000	9d4+4*	14	10	11	9	12	10
12	575,000	9d4+6*	14	10	11	9	12	10
13	750,000	9d4+8*	12	8	9	7	10	8
14	900,000	9d4+10*	12	8	9	7	10	8

*Modifiers from CON no longer apply.

SNIPER

Ninja gain a +1 bonus to missile attacks (thrown or fired).

VANISH

Ninja may make a hide in plain sight check in combat in order to escape. The opponent(s) must lose sight of the ninja at least temporarily in order to attempt (e.g., back turned, smoke bomb, etc.).



D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.

NINJA SKILLS CHANCE OF SUCCESS

Level	HP	HS	MS	TW
1	10	20	10	45
2	15	25	15	50
3	20	30	20	55
4	25	36	25	60
5	30	45	30	65
6	36	55	33	70
7	45	65	36	75
8	55	75	40	80
9	65	85	43	80
10	70	90	46	80
11	70	95	50	80
12	70	99	53	80
13	70	99	56	80
14	70	99	60	80





RUNGRAVER

Requirements: None
Prime requisite: STR and WIS
Hit Dice: 1d6
Maximum level: 14
Armor: Any, including shields
Weapons: Any
Languages: Common, Nationality

From a venerable tradition founded among the Nordvanir, the runegraver is a mystic warrior who carves sorcerous runes on bone, metal, stone, and wood.

Prime requisites: A runegraver with at least 13 STR and WIS gains a 5% bonus to experience. A runegraver with a WIS of at least 16 and a STR of at least 13 receives a +10% XP bonus.

COMBAT

Runegravers can use all manner of weapons, armor, and shields.

RUNGRAVING

Most runes are graven on small samples of bone, metal, stone, or wood that are carved, smoothed, and shaped by the runegraver. Each rune emulates a specific spell from the magic-user's spell list. When a rune spell is

cast, the rune and its medium remain, but their sorcery is drained until the process is started anew. The power and number of spells available to a runegraver are determined by the character's experience level. The character's level determines how many runes they can prepare at one time. More than the maximum amount cannot be prepared in a single 24-hour period. A single rune takes 10 minutes to prepare.

Because the rune carries the spell and not the runegraver, they may give the rune to an ally and teach them the word of power to activate it, thus allowing allies to cast the spell. Some runegravers like to etch a rune for a specific spell on an ally's weapon, armor, or shield and re-enchant it for them daily.

RUNE READING

Once per day, the runegraver can throw specially prepared runes, kept in a small bag or box, and read the resulting auguries. This grants the runegraver one of the following for 1 turn per level (player's choice): +1 to Armor Class, +2 to saving throws, or +1 to all attacks.

RUNGRAVER LEVEL PROGRESSION

LEVEL	XP	HD	THACO	SAVING THROWS					RUNE SPELLS				
				D	W	P	B	S	1	2	3	4	5
1	0	1d6	19	11	12	14	16	15	—	—	—	—	—
2	1,800	2d6	19	11	12	14	16	15	1	—	—	—	—
3	3,600	3d6	19	11	12	14	16	15	2	—	—	—	—
4	7,200	4d6	19	11	12	14	16	15	2	1	—	—	—
5	14,400	5d6	17	9	10	12	14	12	2	2	—	—	—
6	29,800	6d6	17	9	10	12	14	12	2	2	1	1	—
7	59,600	7d6	17	9	10	12	14	12	2	2	2	1	1
8	119,200	8d6	17	9	10	12	14	12	3	3	2	2	1
9	219,200	9d6	14	6	7	9	11	9	3	3	3	2	2
10	319,200	9d6+2*	14	6	7	9	11	9	4	4	3	3	2
11	419,200	9d6+4*	14	6	7	9	11	9	4	4	4	3	3
12	519,200	9d6+6*	14	6	7	9	11	9	5	5	4	4	3
13	619,200	9d6+8*	12	3	5	7	8	7	5	5	5	4	4
14	719,200	9d6+10*	12	3	5	7	8	7	6	5	5	5	4

*Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves



SAMURAI

Requirements: Minimum DEX 9 and minimum STR 9

Prime requisite: CON

Hit Dice: 1d8

Maximum level: 14

Armor: Any, no shields

Weapons: Any

Languages: Common, Nationality

Hailing from Ka Li, samurai are an elite warrior caste who serve a liege lord. Sometimes their service sends them far from their homeland on important quests and missions.

COMBAT

Samurai can use all weapons and wear any armor, and use shields.

FEARLESS

Samurai gain a bonus to saving throws versus fear effects. The bonus depends on their level, as shown in the level progression table.

KATANA MASTERY

In the hands of a samurai, a katana's damage increases to 1d10 if used with both hands. In addition, the samurai gains an Armor Class bonus depending on their level, as long as they are wielding the katana in combat.

KIAI

Once per day, the samurai can draw upon the character's *ki*, exploding in a ferocious, warlike shout.

Usage of this ability increases the character's STR to 18 for 1 turn, and any enemy within 10 feet who can hear the shout must make a **saving throw versus paralysis** or be stunned for one round.

LIEGE LORD

The samurai is beholden to a liege lord (known as a *daimyo*). If the liege lord commands the samurai to lay down their

life, a samurai is obligated to do so. A samurai who betrays or ignores his liege lord, or behaves in a way that ignores his responsibilities, permanently loses 1 level of samurai and can gain no new experience points in the class.

RIPOSTE

Once per turn, if wielding a katana, the samurai may attempt to block a melee or unarmed attack. Once the opponent makes the attack, the samurai makes a free attack. If the roll is equal to or higher than the opponent's roll, the attack is blocked. In addition, if the samurai's roll would hit the opponent's AC, they hit and deal damage normally. The samurai may attempt to riposte another samurai's riposte.

WHIRLWIND ATTACK

Once per day, if wielding a katana, the samurai may attack each adjacent opponent.



SAMURAI LEVEL PROGRESSION

LEVEL	XP	HD	THACO	SAVING THROWS					FEAR BONUS	KATANA AC BONUS
				D	W	P	B	S		
1	0	1d8	19	12	13	14	15	16	+2	+0
2	3,000	2d8	19	12	13	14	15	16	+2	+1
3	6,000	3d8	19	12	13	14	15	16	+2	+1
4	12,000	4d8	17	10	11	12	13	14	+3	+1
5	24,000	5d8	17	10	11	12	13	14	+3	+2
6	48,000	6d8	17	10	11	12	13	14	+4	+2
7	96,000	7d8	14	8	9	10	10	12	+4	+2
8	180,000	8d8	14	8	9	10	10	12	+4	+2
9	300,000	9d8	14	8	9	10	10	12	+5	+3
10	420,000	9d8+2*	12	6	7	8	8	10	+5	+3
11	540,000	9d8+4*	12	6	7	8	8	10	+6	+3
12	660,000	9d8+6*	12	6	7	8	8	10	+6	+3
13	780,000	9d8+8*	10	4	5	6	5	8	+6	+4
14	900,000	9d8+10*	10	4	5	6	5	8	+7	+4

*Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.





SATYR

Demihuman Class

Requirements: Minimum CHA 9

Prime requisite: DEX

Hit Dice: 1d4

Maximum level: 7

Armor: Leather, shields

Weapons: Any appropriate to size

Languages: Common, Nationality, Satyr

A race going back to the **Age of the Feywild**, satyrs (known to themselves as *fauns*) are playful and irreverent creatures of the forest. Their appearance can vary, but in call cases, a satyr seems a combination of man and beast, somewhat smaller than humansized.

Alignment: Satyr may not be lawful.



COMBAT

Satyr can use leather armor and shields. Armor must be tailored to satyrs' small size. Similarly, they can use any weapon appropriate to their stature (as determined by the Dungeon Master). They cannot use longbows or two-handed swords.

DEFENSIVE BONUS

Due to their small size, satyr gain a +2 bonus to Armor Class when attacked by large opponents (greater than humansized).

ENCHANTMENT

Satyrs have the **enchantment** ability, as the bard class.

HIDING

Satyr have an uncanny ability to disappear from sight while in a woodland setting. In woods or undergrowth, a satyr can hide with a 90% chance of success.

PICK POCKETS

Satyr have the **pick pockets** skill as a thief of the same level.

SATYR LEVEL PROGRESSION

LEVEL	XP	HD	THACO	SAVING THROWS				
				D	W	P	B	S
1	0	1d4	19	8	9	10	13	12
2	2,000	2d4	19	8	9	10	13	12
3	4,000	3d4	19	8	9	10	13	12
4	8,000	4d4	17	6	7	8	10	10
5	16,000	5d4	17	6	7	8	10	10
6	32,000	6d4	17	6	7	8	10	10
7	64,000	7d4	14	4	5	6	7	8

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.



SORCERER

Requirements: Minimum WIS 9

Prime requisite: CHA

Hit Dice: 1d4

Maximum level: 14

Armor: None

Weapons: Dagger, staff

Languages: Common, Nationality

Sorcerers are adventurers who wield forbidden and perilous occult powers. Through dark rites and sheer force of will, they have learned to cast dangerous sorcerous spells.

ARCANE MAGIC

See **p122** of *Old-School Essentials: Advanced Fantasy Player's Tome* for full details on arcane magic.

Magical research: A sorcerer of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When a sorcerer reaches 9th level, they are also able to create magic items. Researched spells, effects, and magic items must be within the scope of the sorcerer class, as judged by the Dungeon Master.

Spell casting: Sorcerers carry spell books containing the formulae for arcane spells. The level progression table shows both the number of spells in the sorcerer's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level sorcerer has one spell in their spell book, selected by the Dungeon Master (who may allow the player to choose).

Using magic items: As spell casters, sorcerers are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g., wands). They are, however, not able to use magic items with effects that cause direct damage (e.g. a wand that shoots

fire balls) unless the effect emulates one of the spells in their spell list.

COMBAT

Sorcerers can only use daggers and staves. They are unable to use shields or wear any kind of armor. This makes them very vulnerable in combat.

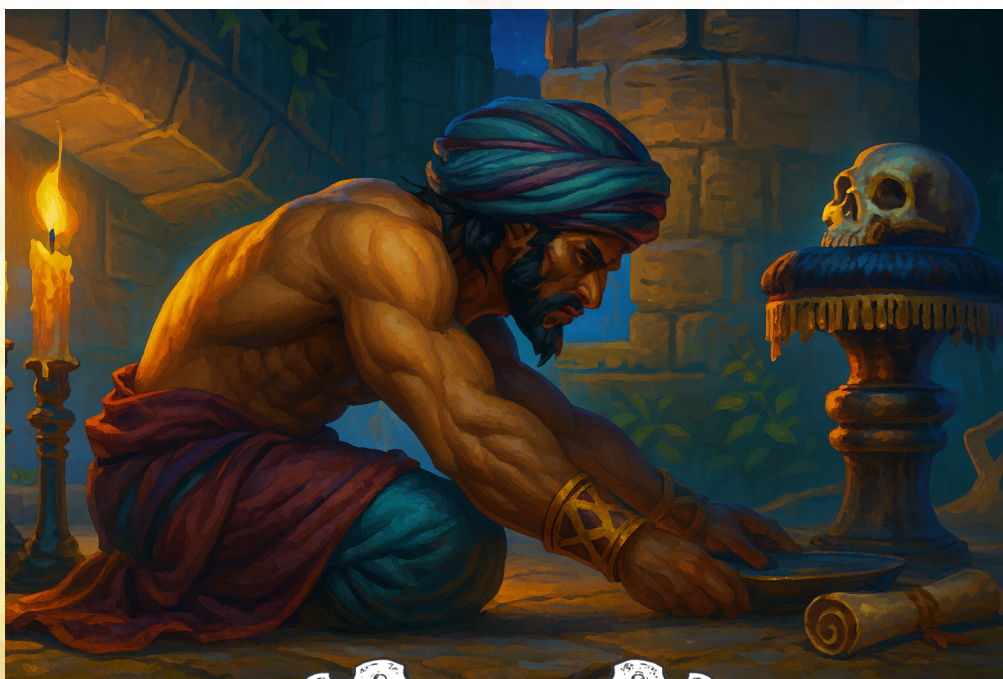


SORCERER LEVEL PROGRESSION

LEVEL	XP	HD	THACO	SAVING THROWS					SPELLS					
				D	W	P	B	S	1	2	3	4	5	6
1	0	1d4	19	13	14	13	16	15	1	—	—	—	—	—
2	2,500	2d4	19	13	14	13	16	15	2	—	—	—	—	—
3	5,000	3d4	19	13	14	13	16	15	2	1	—	—	—	—
4	10,000	4d4	19	13	14	13	16	15	2	2	—	—	—	—
5	20,000	5d4	19	13	14	13	16	15	2	2	1	—	—	—
6	40,000	6d4	17	11	12	11	14	12	2	2	2	—	—	—
7	80,000	7d4	17	11	12	11	14	12	3	2	2	1	—	—
8	150,000	8d4	17	11	12	11	14	12	3	3	2	2	—	—
9	300,000	9d4	17	11	12	11	14	12	3	3	3	2	1	—
10	450,000	9d4+1*	17	11	12	11	14	12	4	3	3	3	2	—
11	600,000	9d4+2*	14	8	9	8	11	8	4	3	3	3	2	1
12	750,000	9d4+3*	14	8	9	8	11	8	4	4	3	3	3	2
13	900,000	9d4+4*	14	8	9	8	11	8	4	4	4	4	3	3
14	1,050,000	9d4+5*	14	8	9	8	11	8	4	4	4	4	3	3

*Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.

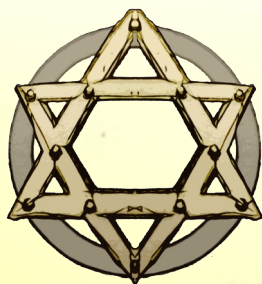


SORCERERS

Sorcerers are scholars of forbidden lore who claw at the edges of forgotten elder sciences, alien energies, and pre-human rites. Their power never comes without a price. They bargain with things older than mankind, bind demons in secret vaults, exhume knowledge from antediluvian ruins, and experiment with the remnants of Bal-Naan, Cymra, and Set's black dynasties.

Their magic is occult and ritualistic, reliant on rare herbs, ancient scrolls, sacrificial blood, planetary alignments, and the will to confront horrors that would break a sane mind. When their spells work, they often manifest as psychic illusions, hypnotic domination, conjured darkness, summoned creatures, or terrible transformations. Magic is never clean or whimsical; it is always toxic, corruptive, and half-understood, as if mankind was not meant to wield it.

Because true sorcery is so dangerously tied to the Outer Dark and pre-human intelligences, most **Middle Sea** sorcerers eventually become warped spiritually, physically, or psychologically. Their bodies grow gaunt, their eyes deepen with unnatural colors, their shadows twist, and their humanity erodes. Many ultimately become thralls of the very powers they once commanded.



SORCEROUS MAGIC

Sorcerer spells delve into the forbidden, the perilous, and the uncanny. Their arts stem from shattered remnants of pre-human lore, pacts with ominous powers, and arcane sciences that mortals were never meant to touch. The spells cover the following main areas:

► **Domination:**

A primary focus of sorcery is the subjugation of mind, flesh, and will. These spells cloud reason, command obedience, instill terror, and twist perception. With a glance or a whispered phrase, a sorcerer may bend the weak-minded, immobilize foes, or plunge victims into dread and hallucination.

► **Summoning and Conjunction:**

Many sorcerers practice arts that call forth beings from the Outer Dark or forgotten dimensions. These spells bind lesser demons, call shadow-creatures to service, or evoke monstrous forms of living darkness. Such summoned entities are dangerous allies, for their loyalty is purchased often through blood, sacrifice, or precarious bindings.

► **Blighting Power:**

Finally, the sorcerer's higher arts unleash destructive forces that corrupt, wither, and unmake. These spells can drain life from living beings, conjure swarms of insects (or worse), unleash black powers that destroy flesh, or curse victims with wasting afflictions. More potent workings may rend the spirit, warp the body, or leave lingering taints upon the land itself.



SORCERER SPELL LIST

1ST LEVEL

1. Animate Blood
2. Astrological Prediction
3. Black Blood
4. Breathe
5. Burning Hands
6. Eye of the Tiger
7. Fogbolt
8. Snake Arrow
9. Snuff the Blinding Flame
10. Summon Snakes
11. Trace the Blood Worm
12. Wall of Fog

2ND LEVEL

1. Alter Dreams
2. Become Swarm
3. Curse of Yig
4. Ground Rot
5. Hands of Death
6. Here Not There
7. Not This Hour
8. Psychometry
9. Red Sign of Skelos
10. Sign of Jhebbal Sag
11. The Dead Speak
12. Unnatural Strength

3RD LEVEL

1. Animal Ally
2. Cause Blindness or Deafness
3. Dance of the Cobras
4. Dark Wings
5. Evard's Black Tentacles
6. Horoscope
7. Life Drain
8. Summon Lyncanthrope
9. Sword of Skelos
10. Tash's Uncontrollable Hideous Laughter
11. Tathos's Grasping Tentacles
12. Weapon Curse

4TH LEVEL

1. Crawlers of the Mouth
2. Darkness Simulacrum
3. Derketa's Dhow
4. Desiccate
5. Domination
6. From Shadow to Shadow
7. Glimpse of the Sorcerer's Soul
8. Life Feast
9. Summon Fire Elemental
10. Unseen Serpents
11. Visions of Torment and Delight
12. Vomit Horror

5TH LEVEL

1. Awful Rite of the Werebeast
2. Bloodstars
3. Call the Great Snake
4. Control Lyncanthrope
5. Crushing Hand
6. Dark Slither
7. Deep Delve
8. Descent into Madness
9. Draw Forth the Heart
10. Implant Demonic Essence
11. Polymorph Others
12. Possession

6TH LEVEL

1. Arise the Eldritch Ooze
2. Call the Beast
3. Channel Demon
4. Dragonshape
5. Draw Forth the Soul
6. Form Demon
7. Horrid Wilting
8. Invocation of Xuthalla
9. Legion of the Dead
10. Spawn of the Black Heart
11. Tattoo of Power
12. Usurpation of the Soul







1ST LEVEL SPELLS

ANIMATE BLOOD

Duration: 1 turn per level
Range: 100'

This spell is used to create 1d4 small, animated beings from the sorcerer's blood.

◆ **Intruders:**

The creatures can squeeze through an opening as a liquid.

◆ **Shared senses:**

These creatures are linked to the caster such that he can utilize their senses as well as his own.

ASTROLOGICAL PREDICTION

Duration: 1 week
Range: Touch

The sorcerer uses this spell to make a prediction about the subject's future.

◆ **Prophecy:**

The subject of the spell gains a special insight into one event some time during the next week. The subject can choose one encounter during this period and gain a +1 bonus to every attack and saving throw for the duration. A character can only ever be the subject of one *astrological prediction* at a time.

BLACK BLOOD

Duration: 1 round per level
Range: 30'

This spell bruises the target's blood, causing it to slow in the veins and arteries.

◆ **Affected target's saving throws:**

Suffer a -2 penalty for the duration.

BREATHE

Duration: 2 turns per level
Range: Touch

This spell allows the target to breathe in any

medium (sand, water, space, etc.).

BURNING HANDS

Duration: Instant
Range: 15' long cone, 15' wide at the end

The sorcerer holds his hands before him with his thumbs touching and fingers spread and sends forth a fanlike sheet of flames.

◆ **Creatures in the cone:**

Suffer 1d4 points of damage, plus 2 points per level, with a successful **save versus spells** indicating half damage.

EYE OF THE TIGER

Duration: 1 turn per level
Range: Touch

The sorcerer can endow a target with superior night vision, equal to the of a great cat, allowing them to see in the dark up to 60'.

FOGBOLT

Duration: Instant
Range: 30'

The sorcerer forms a teardrop shaped dart out of fog and hurls it at a target within range, dealing 1d6 points of damage, plus 1 point per level, with a successful **save versus spells** indicating half damage. Fog must be present in order for the sorcerer to cast this spell.

SNAKE ARROW

Duration: 1 round
Range: Touch

With a twisting motion, the sorcerer stretches a non-hostile snake into a missile weapon (either an arrow or a javelin). The snake can be no longer than 5'. If it is longer than 3', it cannot be used as an arrow.

◆ **A missile attack:**

is made by the sorcerer, using the snake against a target within range (as javelin 50', as an arrow with bow 100'). The sorcerer is considered proficient for this attack. A successful hit deals 1d6 damage.

◆ **Poison:**

A target hit by the snake must make a **save versus poison** or take another 2d4 points of damage.

SNUFF THE BLINDING FLAME

Duration: Instant

Range: The caster

Every flame the size of a campfire or smaller within a 10' radius per level around the caster is instantly extinguished.

SUMMON SNAKE

Duration: Instant

Range: 10'

This spell summons a **spitting cobra**, which materializes within 10 feet of the caster. A monster reaction roll is required when the serpent appears. If other creatures are present, its attitude toward the sorcerer is rolled separately, with a +2 bonus. Beginning at 2nd level, the sorcerer may instead choose to summon a **pit viper**.

TRACE OF THE BLOOD WORM

Duration: 1 turn per level

Range: Touch

By mixing a bit of their blood with powdered animal bone, the sorcerer turns the pasty mixture into a small worm with a movement rate of 90' (30'). When placed on the ground, it will move in the direction of the nearest source of one of the following, chosen by the caster: food, water, gems, precious metals. It will ignore the caster and their allies, if instructed.

WALL OF FOG

Duration: 1 round per level

Range: 100'

The sorcerer summons a billowing wall of misty vapors that fills a 20' cube, plus 10' per level. The *wall of fog* obscures all sight, normal and infravision, beyond 5'. The sorcerer can see through the fog as if it were not present. A strong breeze can disperse the fog in a single round; a moderate breeze will disperse it in 1d3+1 rounds.



2ND LEVEL SPELLS

ALTER DREAM

Duration: 1 turn per level
Range: 1 mile

This spell allows the sorcerer to control the dream of a target within range, much like a director directs a play. The sorcerer can disrupt the target's rest, or implant a subconscious bias in the sorcerer's favor.

◆ **Nightmare:**

If the target fails a save versus spells, they do not get a good night's rest and are unable to recover any hit points. In addition, they suffer a **-2** penalty to all actions the following day, including further saving throws.

◆ **Future reaction rolls:**

Toward the sorcerer receive a +2 bonus for a number of days equal to the sorcerer's level.

BECOME SWARM

Duration: 1 round per level
Range: The caster

This spell causes the sorcerer's body and all of their belongings to dissolve into a swarm of hundreds of tiny spiders, granting them a 90% chance of **evasion**.

CURSE OF YIG

Duration: 1 round per level
Range: 10'

This spell conjures a handful of sweet-smelling, yellow dust, which the sorcerer then throws into the face of a target within range. If the target fails a save versus spells, it is nauseated, suffering a **-2** penalty to all actions for the duration.

GROUND ROT

Duration: 1 round per level
Range: 30'

With this spell, the sorcerer rots the ground beneath the feet of an opponent within range, creating a muddy pit filled with maggots, insects, and foul fecal matter.

◆ **Effect:**

The target must succeed at a **save versus spells** or fall in and be unable to take any action until they pull themselves out.

◆ **Escaping:**

The target must spend an action and succeed at a STR check with a **-2** penalty in order to climb out.

HANDS OF DEATH

Duration: 1 round per level
Range: The caster

Hands of death transforms both of the sorcerer's arms into venomous snakes.

◆ **Melee:**

The sorcerer can make 2 melee attacks against adjacent opponent(s), dealing 1d4 damage per successful hit.

◆ **Poison:**

A creature hit must make a **save versus poison** or suffer an additional 1d4 damage.



HERE NOT THERE

Duration: 1 round per level
Range: The caster

This spell allows the caster to instantly teleport up to 30 feet away the first time they are struck by an unarmed, melee, or missile attack during the spell's duration, causing that attack to miss.

NOT THIS HOUR

Duration: 1 round per level
Range: The caster

By casting this spell, the sorcerer gains an extra 1d6 hit points plus 1 per level. These temporary hit points can cause the caster to have more hit points than their usual maximum. A sorcerer can only benefit from one *not this hour* spell at a time.

PSYCHOMETRY

Duration: 1 round per level
Range: Touch

Psychometry allows the sorcerer to determine information about the previous owner of an object they touch. Each round the sorcerer concentrates, they make an INT check. On a success, they may learn one fact, such as age, gender, where they are now (and whether alive or dead), how long ago they last came in contact with the item, and so on.

RED SIGN OF SKELOS

Duration: 1 round per level
Range: The caster

The sorcerer draws a glowing red symbol in the air.

◆ Effect:

Every enemy adjacent to the sorcerer takes 1d4 damage each round for the spell's duration.

SIGN OF JHEBBAL SAG

Duration: 1 round per level
Range: Touch

The *sign of Jhebbal Sag*, when painted or drawn upon a surface, grants a +6 bonus to reaction rolls of animals toward the sorcerer who comes within 60 feet of it during the spell's duration.



THE DEAD SPEAK

Duration: 1 day per level
Range: Touch

Eldritch powers bring the semblance of life back to a non-decomposed corpse (at least with the head remaining). The animated horror can speak and think just as it did in life but otherwise can take no other action. Its attitude and disposition in death is just as it was in life.



UNNATURAL STRENGTH

Duration: 1 turn per level
Range: The caster

The sorcerer's STR increases to 18 for the duration of the spell.



3RD LEVEL SPELLS

ANIMAL ALLY

Duration: Instant
Range: 1 mile per level

The sorcerer gains an animal ally selected from the following list: **black widow spider, giant bat, camel, crocodile (normal), pit viper, rock baboon, or wolf (normal)**. The animal is completely loyal to the sorcerer. The sorcerer may not cast this spell for anyone but themselves, and may only have one animal ally at a time.

CAUSE BLINDNESS OR DEAFNESS

Duration: Instant
Range: Touch

The *cause blindness or deafness* spell inflicts the chosen disability on a creature if a successful touch attack is made and the creature touched fails a **save versus spells**. The affliction can be cured by a *remove curse*, or the reverse version.

Reversed: Cure Blindness Or Deafness

DANCE OF THE COBRAS

Duration: Instant
Range: Touch

The *dance of the cobras* is an extensive and elaborate but powerful ritual sacrifice, revolving around four prepared, hypnotized snakes.

◆ Victim:

Four jars containing the snakes are smashed about the target. For 1d6+1 rounds, the target must make a DEX check each round or be bitten by one of the snakes, suffering the usual damage for the snake type. If the target tries to leave, each snake gains an attack with a +4 bonus.

◆ The sacrifice:

After the initial 1d6+1 rounds, if the victim is still alive, the spell ends and the sorcerer loses 1d4 points of WIS for 1d2 weeks. If the victim dies, then the sorcerer gains 1d2 spell slots per level of spells they are able to cast, which last for 1d2 weeks. The sorcerer can only benefit from one *dance of the cobras* at a time.

DARK WINGS

Duration: 1d4 rounds + 1 per level
Range: The caster

The sorcerer sprouts dark, black wings of shadow.

◆ Movement rate:

Up to 360' (120').

◆ Free movement:

Is possible in any direction, including the ability to hover in mid-air.

◆ AC bonus:

If the sorcerer remains on the ground, they may wrap themselves with the wings instead, gaining a +4 AC bonus.

EVARD'S BLACK TENTACLES

Duration: 1 hour per level
Range: 100'

This spell creates 1d4 + 1 per level rubbery, black tentacles in a 30' square area. They spring forth from the earth, floor, water, or whatever surface where the spell is cast.

◆ Tentacles:

Each tentacle is 10' long, has an AC 4, and hps equaling the caster's level.

◆ Melee attack:

Each tentacle attacks with a 16 THACo, dealing 1d4 damage on a successful hit.

◆ Grapple:

Any creature of ogre size or smaller hit by a tentacle must make a successful STR check or be grappled, unable to take any action until freed (successful STR check). While grappled, a creature automatically suffers 2d4 points of damage each round.

HOROSCOPE

Duration: Instant
Range: Touch

Casting *horoscope* for an individual allows the sorcerer to foreshadow events for that person. The spell has a 50% chance of telling a good fortune versus a bad one:

◆ **Good fortune:**

During the next game session in which the character is played, the player may roll 2d20 for any and all actions (attacks, saving throws, ability checks, and similar rolls), keeping the higher result.

◆ **Bad fortune:**

During the next game session in which the character is played, the player must roll 2d20 for any and all actions (attacks, saving throws, ability checks, and similar rolls), keeping the lower result.



LIFE DRAIN

Duration: Instant

Range: Touch

This spell allows the caster to drain the life energy of a living target.

◆ **Melee attack:**

A touch attack is required. If successful, the sorcerer deals 1d4 damage per level. An equal amount of hit points are transferred to the sorcerer. The sorcerer may not go above their maximum hit points in this way.

◆ **Sacrifice:**

If the target dies as a result of this attack, the sorcerer regains one expended spell slot of a level no greater than the target's HD total.

SUMMON LYNCANTHROPE

Duration: Instant

Range: 1 mile per level

This spell summons a lycanthrope (sorcerer's choice of type) that appears within 30' of the caster. A monster reaction roll is required.

SWORD OF SKELOS

Duration: 1 round +1 per level

Range: 30'

This spell emulates the legendary weapon the *Sword of Skelos* (see the **magical items chapter**) by animated a single sword to fly about and attack their enemies.

◆ **Melee attack:**

The sword has a movement rate of 90' (30') and makes one attack per round with a 14 THACo and deals the damage of its type with +4 bonus.

TASHA'S UNCONTROLLABLE HIDEOUS LAUGHTER

Duration: 1 round per level

Range: 100'

The victim of this spell perceives everything as hilariously funny. If the target fails a save versus spells, they can take no other action except collapsing into uncontrollable, hideous laughter. After the spell's duration ends, the victim suffers a **-2** penalty to all actions until completing a full night's rest due to exhaustion.

TATHO'S GRASPING TENTACLES

Duration: 1 turn per level

Range: The caster

By means of this spell, the caster causes two 10-foot-long greensih tentacles to grow out of his body, just below his armpits. The sorcerer may only benefit from one of this spell at a time.

◆ **Melee attack:**

The tentacles grant the sorcerer two extra attacks to opponents within range. They strike with a THACo of 14 and deal 1d4 damage.

◆ **Grapple:**

A successful strike against a creature man-sized or smaller grapples the creature unless a successful STR check is made. Grappled creatures are unable to take any action until freed (successful STR check). While grappled, a creature automatically suffers 2d4 points of damage each round.

WEAPON CURSE

Duration: 1 round per level

Range: 30'

The sorcerer casts this spell on an enemy weapon within range. If the wielder fails a **save versus spells**, then any time that weapon deals damage to the sorcerer, it deals an equal amount to the wielder.



4TH LEVEL SPELLS

CRAWLERS OF THE MOUTH

Duration: 1 round per level

Range: The caster

This spell summons serpents, bees, flies, mice, scorpions, spiders, or other vermin of choice from the caster's mouth to attack their enemies.

AC 7, **HD** 4 (18hp), **Att** 1 (4hp), **THACo** 16, **MV** 30' (10'), **SV** D14 W15, P16, B17, S18 (NH), **ML** 11, **AL** Neutral, **XP** 75



DARKNESS SIMULACRUM

Duration: Until the next sunrise

Range: 10'

This spell conjures an exact duplicate of the sorcerer made of solidified darkness. The duplicate is simple and responds only to the caster's commands. It has the same stats as the sorcerer but cannot cast spells or use magic items.

DERKETAS' DHOW

Duration: 1 day per level

Range: 10 miles

This spell wrenches a sunken boat within range from its watery grave, drags echoes of the sailors' spirits from beyond the Veil, and then forces them to crew the ship until the spell ends or the sorcerer releases them. The ship type summoned is determined by the Dungeon Master.

DESICCATE

Duration: 4 rounds

Range: 30'

The sorcerer chooses a single target within range, forcing them to make a series of **save versus death** rolls, one per round. If at any point the target makes a saving throw, the spell immediately ends. Otherwise it continues to the next round and effect. The target can take no action while the spell is in effect.

◆ Round one:

The target's eyes bulge outward, and then vanish inside the skull, permanently blinding them.

◆ Round two:

The target's non-magical weapons and armor turn to rust and crumble away.

◆ Round three:

Every bone in the target's body cracks and twists, inflicting 10d10 points of damage.

◆ Round four:

The target collapses into a pile of dust.

DOMINATION

Duration: 1 round per level

Range: 60'

The sorcerer can control the actions of any humanoid who fails a **save versus spells**. Commands for self harm grant the victim another saving throw with a +4 bonus.

FROM SHADOW TO SHADOW

Duration: 1 round per level

Range: The caster

This spell allows the caster to step into shadows and teleport to another shadow within 60'. Moving from shadow to shadow is considered a 5' move.

GLIMPSE OF THE SORCERER'S SOUL

Duration: Instant

Range: 100'

The sorcerer not only has intimate knowledge of the Outer Dark, true corruption, and secrets man

was never meant to know, but he also has the ability, through use of this spell to, force others, against their will, to see what they know.

◆ **Effect:**

The target must succeed at a **save versus spells** or be reduced to a drooling, babbling idiot. Only a *remove curse* can restore sanity.

◆ **Chaos:**

Targets with a Chaotic alignment make the saving throw with a +4 bonus.

LIFE FEAST

Duration: Instant

Range: Touch

The caster draws forth the ebbing life force of a creature and uses it to fuel their own power.

◆ **The target:**

Must already be injured (less than max hp) or this spell has no effect. Upon a successful touch attack, the target must succeed at a **save versus spells** or suffer 1d6 points of damage, +1 per caster level.

◆ **Sacrifice:**

If the target is killed by this attack, the sorcerer recovers a number of expended spell slots of total levels no greater than the target's HD total.

SUMMON FIRE ELEMENTAL

Duration: 1 round per level

Range: 100'

As the 5th-level **magic-user** spell, but can only summon a fire elemental. Must be summoned from a fire source within range.



UNSEEN SERPENTS

Duration: 1 round per level

Range: The caster

The sorcerer summons one **pit viper** per enemy within a 10' radius per level around the caster. Each pit viper appears adjacent to one of the enemies and attacks. They remain until destroyed or the spell ends.

VISIONS OF TORMENT AND DELIGHT

Duration: 1 round per level

Range: The caster

This spell enables a sorcerer to force a number of bizarre visions upon a victim, propelling them through past lives and ancestral memories in a wild mental voyage.

◆ **Effect:**

The target is incapacitated for the duration of the spell. Each round, they must make a **save versus spells**, recording how many successes they have versus how many failures.

◆ **Enlightenment or Madness:**

When the spell ends, compare the target's total successes and failures. If successes exceed failures, the target attains a moment of enlightenment and gains a permanent +1 bonus to WIS. If failures exceed successes, the target suffers a permanent penalty to WIS equal to the difference.

VOMIT HORROR

Duration: 1 day per level

Range: The caster

When this spell is cast, the sorcerer vomits up a pool of writhing, inky blackness which forms into a **demon** on the following round. The demon can be of any type with a total number of HD equal to half (round down) of the sorcerer's level or less. The demon obeys the sorcerer's commands, and will remain for the duration of the spell, until it is destroyed (or banished), or until the sorcerer commands it back to whence it came.



5TH LEVEL SPELLS

AWFUL RITE OF THE WERE-BEAST

Duration: Instant
Range: Touch

This dire ritual permanently transforms a human or demihuman into a lycanthrope type of the sorcerer's choosing. The target is allowed a **save versus spells**. If successful, the sorcerer permanently loses 1 point of INT. If the target fails, they are transformed and under the thrall of the sorcerer. The sorcerer can release them of service at any time, but this does not cure their lycanthropy.



BLOODSTARS

Duration: Instant
Range: 100'

This spell creates seven orbs of whirling, sparkling force from seven drops of the sorcerer's blood. These bloodstars streak toward one or

more opponents within range, selected by the sorcerer.

◆ Missile attack:

The sorcerer makes a normal missile attack, dealing 1d4 damage on a successful hit.

◆ Fire Ball:

Any bloodstar that hits then explodes, dealing an additional 1d6 damage to any creature within a 10' radius, including the original target.



CALL THE GREAT SNAKE

Duration: 1 turn per level
Range: 30'

This spell summons a **man-serpent** (see the **Bestiary** chapter). The **man-serpent** appears within range and follows the sorcerer's instructions for the duration of the spell.

CONTROL LYNCANTHROPE

As *charm monster* but it only works on lycanthropes. There is no limit on the HD that can be affected by this spell, but it only affects one creature.

CRUSHING HAND

Duration: 1 round per level
Range: 100'

The crushing hand spell summons a giant hand beneath an ogre-sized target or smaller that grasps and squeezes, dealing 1d10 damage per round. No save is possible. The target can attempt to escape by using an action and making a STR check at a **-4** penalty.



DARK SLITHER

Duration: 1 round per level
Range: The caster

By means of this spell, the caster causes two 10-foot-long sickly black tentacles to grow out of the palms of his hands. The sorcerer cannot cast spells while this is in effect.

◆ **Melee attack:**

The tentacles grant the sorcerer two attacks to opponents within range. They strike with a THACO of 13 and deal 1d6 damage.

◆ **Grapple:**

A successful strike against a creature man-sized or smaller grapples the creature unless a successful STR check is made. Grappled creatures are unable to take any action until freed (successful STR check). While grappled, a creature automatically suffers 2d6 points of damage each round.

DEEP DELVE

Duration: 1 hour per level
Range: The caster

By means of *deep delve*, the sorcerer creates a 15-foot-radius sphere allowing the caster and allies

to travel freely underwater with a movement rate of 120' (40'). The sphere has an AC 0 and 50 hp.



DESCENT INTO MADNESS

Duration: Instant
Range: 60'

The target of this spell must succeed at a **save versus spells** or be afflicted with insanity. The insanity does not present itself at all times. Every time the character begins a combat encounter, or enters an environment with an NPC, there is a 33% the curse will arise. The insanity manifests with the character perceiving sights, sounds, and sensations from awful, alien dimensions, lasting 1d6 turns. Every time the character suffers the affliction, the next chance it happens increases permanently by 5%, to a maximum of 93%. The affliction can be cured with a *remove curse* spell.

DRAW FORTH THE HEART

Duration: Instant
Range: 100'

If the target fails a **save versus death**, they are instantly killed, their heart pulled from their body and into the hand of the sorcerer. If the saving throw is successful, the target suffers 8d6 damage and is stunned for 1 round.



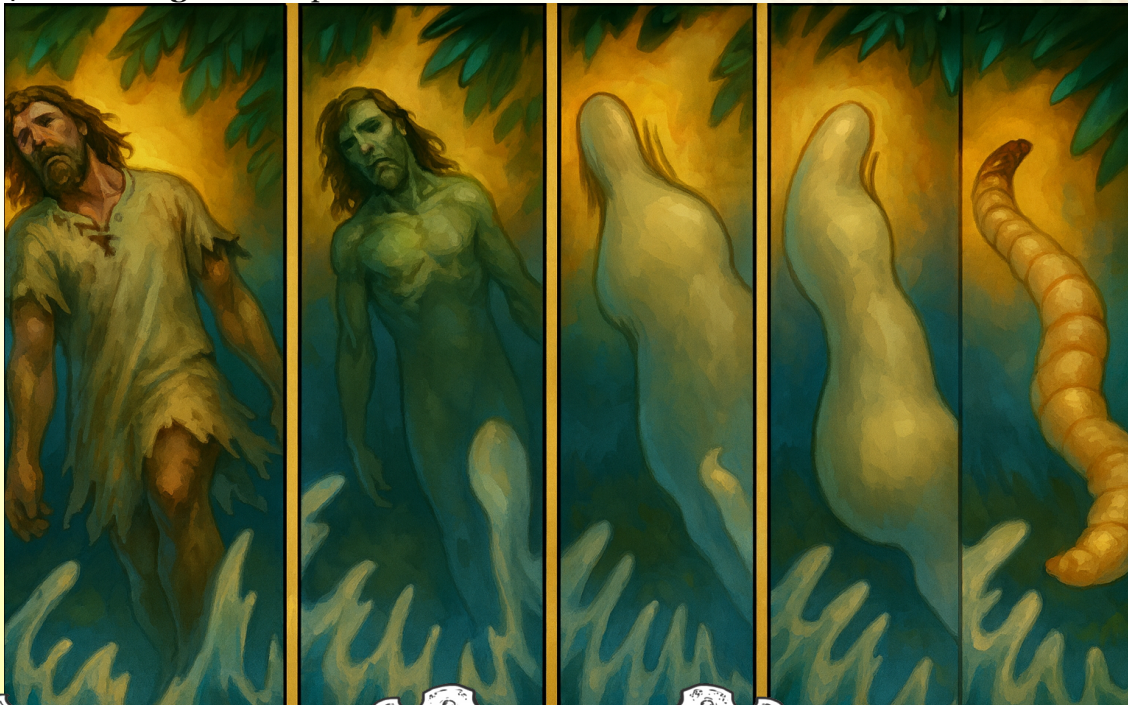
IMPLANT DEMONIC ESSENCE

Duration: Instant
Range: Touch

By casting *implant demonic essence*, the sorcerer places a demon's dark essence into the embryo of a pregnant woman. The child will then be born as a **tiefling**, and the woman will not survive the childbirth. Sorcerers often use this spell for their part of the bargain of an infernal pact they make with a demon.

POLYMORPH OTHERS

As the 4th-level **magic-user** spell.



POSSESSION

Duration: 1 hour per level
Range: 30'

It is possible for the sorcerer to summon entities that can be offered to a human vessel for possession.

♦ Clash of wills:

The entity immediately attempts to enter the target's mind, forcing a **save versus spells** roll. If they fail, they become dominated by the entity. If the victim dies, the entity is banished back to its plane.

♦ Prisoner in their own mind:

After the spell's duration ends, the entity vacates the victim and the creature regains control. They remember everything they did, having been consciously present the entire time but unable to do anything about it.

♦ Recently dead:

If the sorcerer casts this on a corpse that has been dead no longer than 1 hour per level, then the duration of this spell increases to 1 week per level.



6TH LEVEL SPELLS

ARISE THE ELDritch OOZE

Duration: 1 hour per level

Range: 30'

Casting this spell requires a pearl of no less value than 1,000 cp, which is consumed in the casting.

◆ Summoning:

By casting *arise the eldritch ooze*, the sorcerer hurls the pearl within range, which summons an **ochre jelly**. The monster bubbles forth from the melting pearl, and is not under the sorcerer's control. It immediately begins consuming all living matter it can find (including the sorcerer, if they are careless). It does not multiply from damage.

◆ Unchecked growth:

The monster feeds in order to grow, and it grows very fast. Upon killing a prey, it gains 1 hp for every hp it deals in the killing attack, and its HD increases by +1 for every 8hp thus gained. For every HD it increases, its THAC0 decreases by 1, and it grows 4 cubic feet in volume. Every 3 HD it gains, its damage increases by +1d6.



CALL THE BEAST

Duration: 1 hour per level

Range: 30'

This spell allows the sorcerer to summon a **demon** with up to 7HD, which appears somewhere within range. It must obey and

complete to the best of its ability one task assigned by the sorcerer, such as "kill my enemy," or "find me a way through this door," and so on. The demon will do its best to twist and undermine the command, so the wording must be carefully chosen.

CHANNEL DEMON

Duration: 1 round per level

Range: The caster

When this spell is cast, the sorcerer's face contorts, and their body is infused with demonic power. Their STR increases to 18, they gain a +4 bonus to all unarmed and melee attacks (on top of the STR bonus, for a total of +7), they gain 10 temporary hit points, and they gain 2 claw attacks per round that deal 2d6 +3 points of damage on a successful hit (including the STR bonus).

DRAGONSHAPE

Duration: 1d4 +1 rounds

Range: The caster

With this spell, the sorcerer temporarily transforms into a **black dragon (average size)**, with all stats. If killed while in this form, the sorcerer reverts back to normal with the amount of hp they had before the transformation.

DRAW FORTH THE SOUL

Duration: Instant

Range: 60'

This spell traps a target in a specially prepared mirror of no less value than 3,000 cp.

◆ Save versus spells:

Is required, otherwise the target is trapped in the mirror. While in the mirror, the trapped creature may speak to those on the other side.

◆ Breaking the mirror:

Frees the trapped victim, but a **save versus death** is required to survive the shock.

FORM DEMON

Duration: Instant

Range: 30'

Form demon allows the caster to clothe a demon

in the guise of a human or demihuman. If the demon is unwilling, it may roll a **save versus spells** to resist. If the spell is successful, the demon appears as a race and gender of the caster's choice, losing all powers and becoming a standard template for that race.

Reversed: Unmask Demon

This version forces a demon back into its true form. If resisted, the demon may make a **save versus spells** check.

HORRID WILTING

Duration: Instant
Range: 100'

This spell evaporates moisture from every living creature in a 30' diameter sphere, inflicting 1d8 damage per level, with a successful **save versus spells** indicating half damage.

INVOCATION OF XUTHALLA

Duration: Instant
Range: 100'

The target of this spell must make a successful **save versus death** or be permanently turned into an iron statue. Once transformed, the sorcerer can, by expending some of their life force, animate and control it (use stats of an **iron golem**, p20 of *Old-School Essentials Advanced Fantasy: Monsters*). The sorcerer cuts the palm of their hand and smears blood on the statue which animates it for 1 round per 250 xp the sorcerer sacrifices to fuel the dark magic. As long as the statue remains undestroyed, the sorcerer may again animate it by following the same procedure.

LEGION OF THE DEAD

Same as the 6th-level **necromancer** spell, *skeletal army*.



SPAWN OF THE BLACK HEART

Duration: Instant
Range: The caster

The ancient Cymrans created a mechanism by which a sorcerer's heart could be extracted and magically treated to turn it into a leathery, slowly beating necrotic egg. As long as the heart is still beating and on the same plane as the sorcerer, then whenever the sorcerer would die, they are entitled to a **save versus death** to cheat death. If the sorcerer makes the saving throw, they gain 1d4 hps instead of dying. If the heart is ever destroyed, the sorcerer instantly dies.



TATTOO OF POWER

Duration: Instant
Range: Touch

This spell creates a permanent tattoo on a subject. When the sorcerer creates the spell, he permanently places one of the spells he knows into it, forever losing that spell slot as long as the subject is alive. The wearer of the tattoo can cast that spell once per day, as if they were the sorcerer, but whenever they do, they automatically transfer 100 xp per spell level of their experience points to the sorcerer.

USURPATION OF THE SOUL

Duration: 1 hour per level
Range: Touch

By casting usurpation of the soul, the sorcerer places his soul into another human or demihuman, taking them over like a puppet. The target is allowed a **save versus spells** to resist.



TRITON

Demihuman Class

Requirements: Minimum DEX 9

Prime requisite: INT

Hit Dice: 1d8

Maximum level: 9

Armor: Any coral, coral shields

Weapons: Any appropriate to underwater

Languages: Aquan, Common

Tritons resemble merfolk in some respects, though their appearance varies widely. Some possess hair while others are bald; some have fins, while others do not. Certain tritons bear twin, fish-like tails in place of legs, while others retain human-like legs. Their skin tones range from shades of green and blue to hues nearly indistinguishable from those of humans.

The tritons emerged as a distinct race after the fall of Cymra. In the wake of that cataclysm, a number of surviving wizards fled beneath the sea, where they used powerful magic to adapt themselves to life in the ocean depths.

AQUATIC SPEED

Tritons gain a +2 bonus to initiative while underwater. Their speed underwater is 120' (40').

ARCANE AND DIVINE MAGIC

See **p122** of *Old-School Essentials: Advanced Fantasy Player's Tome* for full details on magic.

Whenever a triton gains a new spell, they choose whether it's a **magic-user** spell or a **cleric** spell.

Magical research: A triton of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When a triton reaches 9th level, they are also able to create magic items.

Spell casting: Tritons carry spell books containing the formulae for arcane spells.

They do not require a spell book for their cleric spells. The level progression table shows both the number of spells in the triton's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level triton has one spell, selected by the Dungeon Master (who may allow the player to choose).

Tritons' spellbooks are made from seashells (runes carved into nautilus shells, conches, or pearl-like spiral shells); kelp scrolls (magically hardened kelp sheets that function like parchment underwater); or crystal looms (thin plates of sea-crystal or quartz, etched with light-refracting sigils).

Using magic items: As spell casters, tritons are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

COMBAT

Tritons can use any armor that is made from undersea materials ("coral armor"; see the **Equipment Chapter** for more information), and any weapon that is appropriate for underwater combat (e.g., spears, daggers, etc.).

Trident: Tritons gain a +2 to attack with tridents.



TRITON LEVEL PROGRESSION

				SAVING THROWS					SPELLS			
				D	W	P	B	S	1	2	3	4
1	0	1d8	19	12	13	13	15	15	1	–	–	–
2	4,000	2d8	19	12	13	13	15	15	2	–	–	–
3	8,000	3d8	19	12	13	13	15	15	2	1	–	–
4	16,000	4d8	19	10	11	11	13	12	2	2	–	–
5	32,000	5d8	17	10	11	11	13	12	2	2	1	–
6	64,000	6d8	17	10	11	11	13	12	2	2	2	–
7	120,000	7d8	17	8	9	9	10	10	2	2	2	1
8	250,000	8d8	17	8	9	9	10	10	3	2	2	2
9	400,000	9d8	14	8	9	9	10	10	3	3	3	2

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.

UNDERWATER DWELLERS

Tritons cannot breathe air without magical aide. If brought out of water, tritons begin to suffocate.





LYNCANTHROPEs

Lycanthropy traces its origins to the lost empire of Cymra, where powerful arcane scholars sought to imitate the primal shapeshifting rites of the druids. Though these wizards succeeded in granting the power of transformation, they failed to master its deeper nature. The condition proved contagious, newly created lycanthropes lacked control, and their transformations were bound to the phases of the moon under which the magic was first wrought.

Unable to correct these flaws, the Cymran wizards ultimately abandoned attempts at perfection and instead adapted their practices. They began to train lycanthropes to master their transformations, forging disciplined orders from what had once been an uncontrolled curse. In time, Cymra commanded entire legions of lycanthropes—werewolves, weretigers, weresharks, and countless other forms.

During the civil wars that shattered Cymra, many of these creatures were slain, while others escaped into the wilds and seas of the world. With the fall of the empire, the secrets of containment were lost, and lycanthropy spread unchecked, forever

loosed upon the world.

CHARACTERS WITH LYNCANTHROPY

With the Dungeon Master's permission, a character who contracts lycanthropy may take the affliction as a second class, using the standard rules for multiple classes. The lycanthrope class's immunities, abilities, saving throws, Armor Class, and THACo apply only while the character is in lycanthrope or hybrid form. These benefits do not apply while the character is in their normal humanoid form. Hit point totals apply to all forms. The following is true for all types:

- **Mundane damage immunity:** *In animal form, can only be harmed by silver weapons or magic.*
- **Languages:** *In human form, can speak normally. In animal form, can only speak with animals of the associated type.*
- **Wolfsbane:** *If hit, must save versus poison or flee in terror.*
- **Reversion:** *If killed, a lycanthrope reverts to its human form.*
- **Scent:** *Horses and some other animals can smell lycanthropes and fear them.*



WEREBAT

Werebats are found throughout **The Middle Sea**. They are omnivorous, relishing blood foremost, fresh meat, and occasionally fruits. Werebats are sometimes confused with vampires, but don't normally associate with the undead. They frequent caves and abandoned buildings in giant bat form, seeking out other bats and fellow werebats.

Unlike giant bats, werebats have normal vision as well as the ability to "see" using echolocation. They must be unable to either see or hear before they become truly "blind."

ARMOR CLASS

A werebat's tough skin grants it a natural Armor Class that increases with experience level, as shown in the level progression table.

FORMS

A werebat has three forms: normal human (or demihuman), a **giant vampire bat**, or hybrid man-bat. While in the hybrid form, flight movement is 150' (50').

NATURAL ATTACKS

In its hybrid form, a werebat may make unarmed attacks, inflicting damage as shown in the level progression table.

SPECIAL ABILITIES

Werebats acquire a new abilities with levels, as shown in the level progression table.

(A) FULL MOON: Werebats are subject to involuntary changes during full moons. At sunrise, the werebats involuntarily change back to their natural forms.

(B) NIGHT: The character is no longer affected by the full moon, and can now attempt to voluntarily change at night. Making a change requires a successful CON check. The check is made with a +2 bonus during a full moon. The character can transform only once per day.

(C) DAY: The character can now attempt to transform during the day as well, though with a **-2** penalty. The character can now transform up to 3 times per day.

(D) SUMMON: The werebat can summon 1d2 **giant vampire bats** that appear within 1d4 rounds.

TRANSFORMATION TIMES

When a lycanthrope intentionally transforms into it's non-human or non-demihuman form, it can only last for 1 turn per lycanthrope level before reverting back.



WEREBAT LEVEL PROGRESSION

LEVEL	XP	HD	THACO	SAVING THROWS					AC	ATTACKS	SPECIAL ABILITIES
				D	W	P	B	S			
1	0	1d8	19	12	13	14	15	16	8	1 × bite (1d4)	A
2	2,500	2d8	18	12	13	14	15	16	7	1 × bite (1d4), 2 × claw (1d4)	B
3	5,000	3d8	17	12	13	14	15	16	6	1 × bite (1d6), 2 × claw (1d4)	C
4	10,000	4d8	16	10	11	12	13	14	5	1 × bite (1d6), 2 × claw (1d4)	D

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.



WEREBEAR

Werebears prefer mountains and forests. Some inhabit the wilderness areas of the **Lands of the Denaari** and the **Lands of the Thanes**. They are omnivorous, eating roots, berries, fish, plants, and occasionally game animals or livestock. Werebears have poor eyesight and barely adequate hearing, but a keen sense of smell. They communicate with grunts, growls, whuffles rumbles, and, when annoyed, a loud squalling roar. Werebears are prefer not to be disturbed, but may be friendly if peacefully approached. They're quite dangerous if annoyed. In bear form, they spend most of their time looking under rocks for grubs and other good things to eat.

ARMOR CLASS

A werebear's tough skin grants it a natural Armor Class that increases with experience level, as shown in the level progression table.

FORMS

A werebear has three forms: normal human (or demihuman), a **black bear**, or hybrid bear-man. While in the hybrid form, its movement is 120' (40').

NATURAL ATTACKS

In its hybrid form, a werebear may make unarmed attacks, inflicting damage as shown in the level progression table.

Bear hug: If a victim is hit by both claw attacks in the same round, the werebear can hug for an extra 2d8 automatic damage.

SPECIAL ABILITIES

Werebears acquire a new abilities with levels, as shown in the level progression table.

(A) FULL MOON: Werebears are subject to involuntary changes during full moons. At sunrise, the werebears involuntarily change back to their natural forms.

(B) NIGHT: The character is no longer affected by the full moon, and can now attempt to voluntarily change at night. Making a change requires a successful CON

check. The check is made with a +2 bonus during a full moon. The character can transform only once per day.

(C) DAY: The character can now attempt to transform during the day as well, though with a **-2** penalty. The character can now transform up to 3 times per day.

(D) SUMMON: The werebear can summon 1d2 **black bears** that appear within 1d4 rounds.

(E) WEAPONS: May also use weapons in hybrid form.

TRANSFORMATION TIMES

When a lycanthrope intentionally transforms into it's non-human or non-demihuman form, it can only last for 1 turn per lycanthrope level before reverting back.



WEREBEAR LEVEL PROGRESSION

LEVEL	XP	HD	THACO	SAVING THROWS					AC	ATTACKS	SPECIAL ABILITIES
				D	W	P	B	S			
1	0	1d8	19	12	13	14	15	16	7	1 × bite (1d6)	A
2	3,000	2d8	18	12	13	14	15	16	6	1 × bite (1d8), 2 × claw (1d4)	B
3	6,000	3d8	17	12	13	14	15	16	5	1 × bite (1d8), 2 × claw (2d4)	C
4	12,000	4d8	16	10	10	12	13	14	4	1 × bite (2d8), 2 × claw (2d4)	D
5	30,000	5d8	15	10	11	12	13	14	3	1 × bite (2d8), 2 × claw (2d4)	E
6	60,000	6d8	14	10	11	12	13	14	2	1 × bite (2d8), 2 × claw (2d4)	—

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.



WEREBOAR

Wereboars prefer wooded areas, often near isolated human settlements. Some wilderness areas in **Keln** are known to have wereboar populations. In beast form, wereboars have keen senses of smell and can hear very well. Their vocabulary consists of squeaks, chirrups, grunts, and squeals. Wereboars tend to be more interested in rooting around for ferns and truffles than rampaging after prey. They particularly enjoy fungi, tender grasses, fruits, and earthworms. Wereboars tend to be bad-tempered, however, and may attack anyone who threatens or disturbs them.

ARMOR CLASS

A wereboar's tough skin grants it a natural Armor Class that increases with experience level, as shown in the level progression table.

FORMS

A wereboar has three forms: normal human (or demihuman), a **boar**, or hybrid boar-man. While in the hybrid form, its movement is 150' (50').

NATURAL ATTACKS

In its hybrid form, a wereboar may make unarmed attacks, inflicting damage as shown in the level progression table.

Battle rage: In human form, may enter a berserk rage 1 per day for 1 round per wereboar level: +2 to hit.

SPECIAL ABILITIES

Wereboars acquire a new abilities with levels, as shown in the level progression table.

(A) FULL MOON: Wereboars are subject to involuntary changes during full moons. At sunrise, the wereboars involuntarily change back to their natural forms.

(B) NIGHT: The character is no longer affected by the full moon, and can now attempt to voluntarily change at night. Making a change requires a successful CON

check. The check is made with a +2 bonus during a full moon. The character can transform only once per day.

(C) DAY: The character can now attempt to transform during the day as well, though with a **-2** penalty. The character can now transform up to 3 times per day.

(D) SUMMON: The wereboar can summon 1d2 **boars** that appear within 1d4 rounds.

(E) WEAPONS: May also use weapons in hybrid form.

TRANSFORMATION TIMES

When a lycanthrope intentionally transforms into it's non-human or non-demihuman form, it can only last for 1 turn per lycanthrope level before reverting back.



WEREBOAR LEVEL PROGRESSION

LEVEL	XP	HD	THACO	SAVING THROWS					AC	ATTACKS	SPECIAL ABILITIES
				D	W	P	B	S			
1	0	1d8+1	18	12	13	14	15	16	7	1 × tusk/bite (1d4)	A
2	3,000	2d8+1	17	12	13	14	15	16	6	1 × tusk/bite (2d4)	B
3	6,000	3d8+1	16	12	13	14	15	16	5	1 × tusk/bite (2d6)	C
4	12,000	4d8+1	15	10	11	12	13	14	4	1 × tusk/bite (2d6)	D, E

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.



WEREFox

Werefoxes may be found throughout the **Middle Sea**. They prefer woods and fields with dense undergrowth, although city-dwelling werefoxes aren't unknown. A number of werefoxes inhabit the city of Karth, keeping low profiles. Werefoxes are rarely aggressive. They like to snoop about, and have a passion for raw eggs. Chickens, too, for that matter. Werefoxes take great pride in their cleverness and agility, and delight in tricking both friends and foes. Their tricks, deceptions, and practical jokes are rarely malicious, however, even when dealing with those who are their sworn enemies. They usually bite only in self-defense—or to spread their disease. In the latter case, werefoxes choose people they think might enjoy being werefoxes.

ARMOR CLASS

A werewolf's tough skin grants it a natural Armor Class that increases with experience level, as shown in the level progression table.

FORMS

A werewolf has three forms: normal human (or demihuman), a **fox**, or hybrid fox-man. While in the hybrid form, its movement is 150' (50').

NATURAL ATTACKS

In its hybrid form, a werewolf may make unarmed attacks, inflicting damage as shown in the level progression table.

SPECIAL ABILITIES

Werefoxes acquire a new abilities with levels, as shown in the level progression table.

(A) FULL MOON: Werefoxes are subject to involuntary changes during full moons. At sunrise, the werewolf involuntarily change back to their natural forms.

(B) NIGHT: The character is no longer affected by the full moon, and can now attempt to voluntarily change at night. Making a change requires a successful CON

check. The check is made with a +2 bonus during a full moon. The character can transform only once per day.

(C) DAY: The character can now attempt to transform during the day as well, though with a -2 penalty. The character can now transform up to 3 times per day.

(D) SUMMON: The werewolf can summon 1d2 **foxes** that appear within 1d4 rounds.

FOX

AC 7, **HD** 1 (5hp), **Att** 1 × bite (1d4),
THACo 19, **MV** 180' (60'), **SV** D12 W13
P14 **B15** **S16** (1), **ML** 6, **AL** Neutral, **XP** 15

(E) WEAPONS: May also use weapons in hybrid form.

(F) CHARM: 3 times a day. **Save versus spells** at -2 or be charmed: move towards the werewolf (resisting those who try to prevent it); obey the werewolf's commands (if understood); defend the werewolf; unable to cast spells or use magic items; unable to harm the werewolf. Killing the werewolf breaks the charm.

TRANSFORMATION TIMES

When a lycanthrope intentionally transforms into its non-human or non-demihuman form, it can only last for 1 turn per lycanthrope level before reverting back.



WEREFox LEVEL PROGRESSION

LEVEL	XP	HD	THACO	SAVING THROWS					AC	ATTACKS	SPECIAL ABILITIES
				D	W	P	B	S			
1	0	1d8	19	12	13	14	15	16	7	1 × bite (1d4)	A
2	1,500	2d8	18	12	13	14	15	16	7	1 × bite (1d4)	B
3	3,000	3d8	17	12	13	14	15	16	6	1 × bite (1d6)	C, D, E, F

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.



WEREJAGUAR

A werejaguar is an extremely rare lycanthrope that is found in the far southern jungles of **Ka-Li**. Werejaguars are usually solitary creatures. Some werejaguars enjoy living in villages or small towns, but they are commonly uncomfortable in larger settlements (towns with a population of over 100, for example). Bearing this loose limitation in mind, they frequently prove very adept at infiltrating human society. In town, werejaguars can easily set aside their solitary tendencies and cooperate with others for as long as necessary. However, a werejaguar who has infiltrated human society will increasingly yearn to seek out an isolated area in which to relax and be alone.

ARMOR CLASS

A werejaguar's tough skin grants it a natural Armor Class that increases with experience level, as shown in the level progression table.

FORMS

A werejaguar has three forms: normal human (or demihuman), a **jaguar**, or hybrid jaguar-man. While in the hybrid form, its movement is 120' (40').

NATURAL ATTACKS

In its hybrid form, a werejaguar may make unarmed attacks, inflicting damage as shown in the level progression table.

SPECIAL ABILITIES

Werejaguars acquire a new abilities with levels, as shown in the level progression table.

(A) FULL MOON: Werejaguars are subject to involuntary changes during full moons. At sunrise, the werejaguar involuntarily change back to their natural forms.

(B) NIGHT: The character is no longer affected by the full moon, and can now attempt to voluntarily change at night. Making a change requires a successful CON

check. The check is made with a +2 bonus during a full moon. The character can transform only once per day.

(C) DAY: The character can now attempt to transform during the day as well, though with a -2 penalty. The character can now transform up to 3 times per day.

(D) SUMMON: The werejaguar can summon 1d2 **great cats** that appear within 1d4 rounds. The summoned creatures cannot have more HD than the lycanthrope level.

JAGUAR

AC 4, **HD** 4 (18hp), **Att** 2 × claw (1d4), 1 × bite (1d10), **THACo** 16, **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** Neutral, **XP** 75

(E) WEAPONS: May also use weapons in hybrid form.

TRANSFORMATION TIMES

When a lycanthrope intentionally transforms into it's non-human or non-demihuman form, it can only last for 1 turn per lycanthrope level before reverting back.



WEREJAGUAR LEVEL PROGRESSION

LEVEL	XP	HD	THACO	SAVING THROWS					AC	ATTACKS	SPECIAL ABILITIES
				D	W	P	B	S			
1	0	1d8	19	12	13	14	15	16	7	1 × bite (1d4)	A
2	3,000	2d8	18	12	13	14	15	16	7	1 × bite (1d6)	B
3	6,000	3d8	17	12	13	14	15	16	6	1 × bite (1d6), 2 × claw (1d3)	C
4	12,000	4d8	16	10	10	12	13	14	5	1 × bite (1d8), 2 × claw (1d4)	D
5	30,000	5d8	15	10	10	12	13	14	4	1 × bite (1d10), 2 × claw (1d4)	E

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.



WERERAT

Wererats are most often giant rats infected with lycanthropy. Lycanthropy causes giant rats to grow even larger, raises their intelligence, and gives them the ability to transform into beady-eyed humans with long noses. Occasionally, a human or demihuman survives an attack by a wererat and becomes infected with rat lycanthropy. Sages refer to these creatures as "greater" wererats. Normal wererats just call them "boss."

Wererats are a Chaotic lot. Each is out for themselves, and works with others for only as long as cooperation gains more food, power, or other resources than stealing or cheating would. Lesser wererats are loosely-organized sewerdwellers who dominate groups of giant and normal rats, using them for food when nothing else is available. The constant struggles for food and control as the wererats battle each other usually keep the wererat population under control; weak, aged, and stupid wererats are crowded out and eventually starve.

A greater wererat may establish himself as the leader of a group of normal wererats, but can maintain control only as long as he proves to be smarter and stronger than they are. As long as the normal wererats are well-fed and not asked to do very much, they listen to his plans. If he demands too much or fails to come through with the goods, he'd better watch his back.

ARMOR CLASS

A wererat's tough skin grants it a natural Armor Class that increases with experience level, as shown in the level progression table.

FORMS

A wererat has three forms: normal human (or demihuman), a **giant rat**, or hybrid rat-man. While in the hybrid form, its movement is 120' (40').

NATURAL ATTACKS

In its hybrid form, a wererat may make unarmed attacks, inflicting damage as shown in the level progression table.

SPECIAL ABILITIES

Wererat acquire a new abilities with levels,

as shown in the level progression table.

(A) FULL MOON: Wererats are subject to involuntary changes during full moons. At sunrise, the wererat involuntarily change back to their natural forms.

(B) NIGHT: The character is no longer affected by the full moon, and can now attempt to voluntarily change at night. Making a change requires a successful CON check. The check is made with a +2 bonus during a full moon. The character can transform only once per day.

(C) DAY: The character can now attempt to transform during the day as well, though with a -2 penalty. The character can now transform up to 3 times per day.

(D) SUMMON: The wererat can summon 1d2 **giant rats** that appear within 1d4 rounds.

(E) WEAPONS: May also use weapons in hybrid form.

TRANSFORMATION TIMES

When a lycanthrope intentionally transforms into it's non-human or non-demihuman form, it can only last for 1 turn per lycanthrope level before reverting back.



WERERAT LEVEL PROGRESSION

LEVEL	XP	HD	THACO	SAVING THROWS					AC	ATTACKS	SPECIAL ABILITIES
				D	W	P	B	S			
1	0	1d8	19	12	13	14	15	16	8	1 × bite (1d4)	A
2	1,500	2d8	18	12	13	14	15	16	7	1 × bite (1d4)	B
3	3,000	3d8	17	12	13	14	15	16	7	1 × bite (1d4)	C, D, E

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.



WERESHARK

Weresharks can be found in any ocean. They are most commonly sea-people (aquatic elves, tritons, and merfolk) infected with lycanthropy. Sometimes a human or non-water-dwelling demihuman contracts lycanthropy from a wereshark. These weresharks typically roam shallow shorelines when in shark form.

ARMOR CLASS

A wereshark's tough skin grants it a natural Armor Class that increases with experience level, as shown in the level progression table.

FORMS

A wereshark has three forms: normal human (or demihuman), a **bull shark**, or hybrid shark-man. While in the hybrid form, its movement is 120' (40').

NATURAL ATTACKS

In its hybrid form, a wereshark may make unarmed attacks, inflicting damage as shown in the level progression table.

SPECIAL ABILITIES

Wereshark acquire a new abilities with levels, as shown in the level progression table.

(A) FULL MOON: Weresharks are subject to involuntary changes during full moons. At sunrise, the wereshark involuntarily change back to their natural forms.

(B) NIGHT: The character is no longer affected by the full moon, and can now attempt to voluntarily change at night. Making a change requires a successful CON check. The check is made with a +2 bonus during a full moon. The character can transform only once per day.

(C) DAY: The character can now attempt to transform during the day as well, though with a -2 penalty. The character can now transform up to 3 times per day.

(D) SUMMON: While near open water, the wereshark can summon 1d2 **bull sharks** that appear within 1d4 rounds.

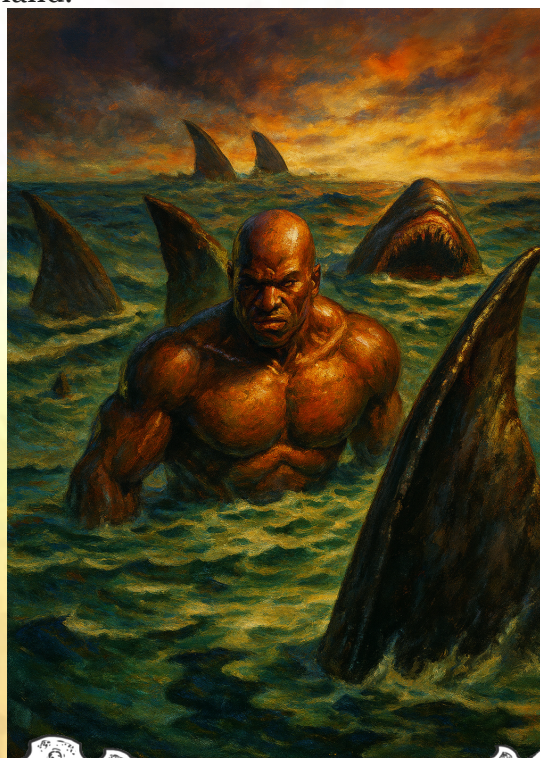
(E) WEAPONS: May also use weapons in hybrid form.

TRANSFORMATION TIMES

When a lycanthrope intentionally transforms into it's non-human or non-demihuman form, it can only last for 1 turn per lycanthrope level before reverting back.

WATER BREATHER

A wereshark must be near water whenever they change into a **bull shark**, because their were-form breathes through gills, not lungs. If forced to transform into beast form away from water, a wereshark will die—but not instantly. They can hold their breath for a number of rounds equal to their Constitution score (halved if the character is fighting or otherwise exerting themselves). After that time, CON checks are required or the character begins to "drown." The first check is made normally, but subsequent checks have a cumulative **-1 penalty**. Once the wereshark fails a check, they will die in a number of rounds equal to one-third their Constitution score. Splashing water on the wereshark's gills delays his death by one round per gallon, but only immersion in water eliminates the danger. A wereshark in shark form can move at only 10' per round on land.



WERESHARK LEVEL PROGRESSION

LEVEL	XP	HD	THACO	SAVING THROWS					AC	ATTACKS	SPECIAL ABILITIES
				D	W	P	B	S			
1	0	1d8	19	12	13	14	15	16	7	1 × bite (1d4)	A
2	2,000	2d8	18	12	13	14	15	16	6	1 × bite (1d4)	B
3	4,000	3d8	17	12	13	14	15	16	5	1 × bite (2d4)	C
4	8,000	4d8	16	10	10	12	13	14	4	1 × bite (2d4)	D, E

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.



WERESWINE

Wereswine, also known as devil swine, appear as either huge hogs or grossly fat humans and demihumans. Newly-infected devil swine don't necessarily start out that overweight—it takes months for the devil swine's gluttony to manifest itself in vast rolls of fat.

Devil swine prefer to live on the fringes of human settlements, particularly near swamps or forests. They are carnivorous by choice; the more fresh meat, the better. Devil swine are thoroughly Chaotic. They're driven by gluttony and greed, and are especially fond of human flesh. They enjoy overpowering weaker creatures, and often charm humans to be either servants or dinner. Devil swine crave vast quantities of food, treasure, and power.

Devil swine enjoy one another's company, and spend much of their time feasting and drinking to excess. The rest of their time is spent luring human victims to their feasts, grabbing economic and political power in nearby human communities, and fighting over which of them must host the next feast.

ARMOR CLASS

A devil swine's tough skin grants it a natural Armor Class that increases with experience level, as shown in the level progression table.

FORMS

A devil swine has three forms: normal human (or demihuman), a **hog**, or hybrid hog-man. While in the hybrid form, its movement is 180' (60').

NATURAL ATTACKS

In its hybrid form, a devil swine may make unarmed attacks, inflicting damage as shown in the level progression table.

SPECIAL ABILITIES

Devil swine acquire a new abilities with levels, as shown in the level progression table.

(A) FULL MOON: Devil swine are subject to involuntary changes during full moons. At sunrise, the devil swine involuntarily change

back to their natural forms.

(B) NIGHT: The character is no longer affected by the full moon, and can now attempt to voluntarily change at night. Making a change requires a successful CON check. The check is made with a +2 bonus during a full moon. The character can transform only once per day.

(C) DAY: The character can now attempt to transform during the day as well, though with a -2 penalty. The character can now transform up to 3 times per day.

(D) SUMMON: The devil swine can summon 1d2 **hogs** that appear within 1d4 rounds.

HOG

AC 7, HD 2 (9hp), Att 1 × bite (1d4), THACo 18, MV 120' (40'), SV D12 W13 P14 B15 S16 (2), ML 6, AL Neutral, XP 20

(E) WEAPONS: May also use weapons in hybrid form.

(F) CHARM: 3 times a day. **Save versus spells** at -2 or be charmed: move towards the devil swine (resisting those who try to prevent it); obey the devil swine's commands (if understood); defend the devil swine; unable to cast spells or use magic items; unable to harm the devil swine. Killing the devil swine breaks the charm.

TRANSFORMATION TIMES

When a lycanthrope intentionally transforms into it's non-human or non-demihuman form, it can only last for 1 turn per lycanthrope level before reverting back.

WERESWINE LEVEL PROGRESSION

LEVEL	XP	HD	THACO	SAVING THROWS					AC	ATTACKS	SPECIAL ABILITIES
				D	W	P	B	S			
1	0	1d8	19	12	13	14	15	16	7	1 × gore (1d4)	A
2	1,500	2d8	18	12	13	14	15	16	6	1 × gore (1d4)	B
3	3,000	3d8	17	12	13	14	15	16	5	1 × gore (1d4)	C
4	6,000	4d8	16	10	11	12	13	14	5	1 × gore (2d4)	D
5	12,000	5d8	15	10	11	12	13	14	4	1 × gore (2d4)	E
6	25,000	6d8	14	10	11	12	13	14	4	1 × gore (2d4)	F
7	50,000	7d8	13	8	9	10	11	12	3	1 × gore (2d6)	—
8	100,000	8d8	12	8	9	10	11	12	3	1 × gore (2d6)	—
9	200,000	9d8	11	8	9	10	11	12	3	1 × gore (2d6)	—



D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.

WERETIGER

Weretigers are found primarily in the deep forests and jungles of **Ka-Li**. They are often curious but become dangerous when threatened. Weretigers tend to be solitary creatures, hunting alone and respecting other weretigers' territories. They may band together for defense. Most have orangish coats with black stripes. A few are white with black stripes, or so dark as to look almost completely black.

ARMOR CLASS

A weretiger's tough skin grants it a natural Armor Class that increases with experience level, as shown in the level progression table.

FORMS

A weretiger has three forms: normal human (or demihuman), a **tiger**, or hybrid tiger-man. While in the hybrid form, its movement is 180' (60').

NATURAL ATTACKS

In its hybrid form, a weretiger may make unarmed attacks, inflicting damage as shown in the level progression table.

► **Surprise:** On a 1–4, due to stealth.

SPECIAL ABILITIES

Weretigers acquire a new abilities with levels, as shown in the level progression table.

(A) FULL MOON: Weretigers are subject to involuntary changes during full moons. At sunrise, the weretigers involuntarily change back to their natural forms.

(B) NIGHT: The character is no longer affected by the full moon, and can now attempt to voluntarily change at night. Making a change requires a successful CON check. The check is made with a +2 bonus during a full moon. The character can transform only once per day.

(C) DAY: The character can now attempt to transform during the day as well, though with a –2 penalty. The character can now

transform up to 3 times per day.

(D) SUMMON: The weretiger can summon 1d2 **tigers** that appear within 1d4 rounds.

(E) WEAPONS: May also use weapons in hybrid form.

TRANSFORMATION TIMES

When a lycanthrope intentionally transforms into it's non-human or non-demihuman form, it can only last for 1 turn per lycanthrope level before reverting back.



WERETIGER LEVEL PROGRESSION

LEVEL	XP	HD	THACO	SAVING THROWS					AC	ATTACKS	SPECIAL ABILITIES
				D	W	P	B	S			
1	0	1d8	19	12	13	14	15	16	7	1 × bite (1d4)	A
2	4,000	2d8	18	12	13	14	15	16	6	1 × bite (1d6)	B
3	8,000	3d8	17	12	13	14	15	16	5	1 × bite (1d6), 2 × claw (1d4)	C
4	16,000	4d8	16	10	10	12	13	14	4	1 × bite (2d6), 2 × claw (1d4)	D
5	32,000	5d8	15	10	10	12	13	14	3	1 × bite (2d6), 2 × claw (1d6)	E

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.



WEREWOLF

Werewolves are perhaps the most numerous lycanthropes in the **Middle Sea**. They're especially common on the **Isle of Keln** and the hills of **Kartha Major**. Like most wolves, werewolves prefer wooded terrain. In beast form, their hearing and sense of smell are excellent. Their wolf vocabulary includes yips, barks, growls, whines, and howls. The howl can be heard up to five miles away, and causes unease in those who hear it. Werewolves are Chaotic creatures. Their beastly nature urges them to hunt and kill. According to many tales, werewolves are cursed to hunt the ones they love. In truth, when the moon is full a werewolf may become lost in the blood-lust of his beast form and kill any prey he finds alone or vulnerable—including people he knows.

ARMOR CLASS

A werewolf's tough skin grants it a natural Armor Class that increases with experience level, as shown in the level progression table.

FORMS

A werewolf has three forms: normal human (or demihuman), a **dire wolf**, or hybrid wolf-man. While in the hybrid form, its movement is 180' (60').

NATURAL ATTACKS

In its hybrid form, a werewolf may make unarmed attacks, inflicting damage as shown in the level progression table.

SPECIAL ABILITIES

Werewolves acquire a new abilities with levels, as shown in the level progression table.

(A) FULL MOON: Werewolves are subject to involuntary changes during full moons. At sunrise, the werewolves involuntarily change back to their natural forms.

(B) NIGHT: The character is no longer affected by the full moon, and can now attempt to voluntarily change at night. Making a change requires a successful CON check. The check is made with a +2 bonus during a full moon. The character can

transform only once per day.

(C) DAY: The character can now attempt to transform during the day as well, though with a **−2** penalty. The character can now transform up to 3 times per day.

(D) SUMMON: The weretiger can summon 1d2 **tigers** that appear within 1d4 rounds.

(E) WEAPONS: May also use weapons in hybrid form.

TRANSFORMATION TIMES

When a lycanthrope intentionally transforms into it's non-human or non-demihuman form, it can only last for 1 turn per lycanthrope level before reverting back.



WEREWOLF LEVEL PROGRESSION

LEVEL	XP	HD	THACO	SAVING THROWS					AC	ATTACKS	SPECIAL ABILITIES
				D	W	P	B	S			
1	0	1d8	19	12	13	14	15	16	7	1 × bite (1d4)	A
2	3,000	2d8	18	12	13	14	15	16	6	1 × bite (1d4)	B
3	6,000	3d8	17	12	13	14	15	16	5	1 × bite (2d4)	C
4	12,000	4d8	16	10	10	12	13	14	4	1 × bite (2d4)	D
5	30,000	5d8	15	10	10	12	13	14	3	1 × bite (2d4+2)	E

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.





NEW CHARACTER RACES

damage. This damage cannot be healed until the aquatic elf has spent the required time submerged under water.

AQUATIC ELF

Requirements: Minimum DEX 9, minimum INT 9

Ability modifiers: +1 INT, -1 WIS

Languages: Aquan, Common, Elvish, Merrow, Sahaugin, Triton

Aquatic elves hail from the depths of the Middle Sea, in the great underwater city of *Vala Nerai*. Aquatic elves have the longest life span of any of the humanoid races living underwater. The elves' longevity makes them highly sought after by other races to act as advisors, historians, craftsmen, and slaves. Many young elves travel away from their communities to see as much of the world as they can. Groups of elven scouts and soldiers are frequently found serving in triton and merrow forces.

Aquatic elves are slight of build and have noble faces. Their eyebrows are usually arched, and their noses aquiline. Their ears are long and pointed, and they have gill slits in their necks. The aquatic elves have webs between their fingers and toes, and small fins on their ankles. Skin color varies among the aquatic elves, with light tan, seablue, and seagreen colors predominating.

DOLPHIN SONG

Aquatic elves speak (or sing) the language of dolphins and whales, which consists of a strange mixture of high pitched whistles and rumbling sounds. They can communicate with any dolphin or whale within 500 feet.

SUPERIOR SWIMMER

Aquatic elves move their full **movement rate** while swimming. Their AC bonus from DEX also doubles.

TRANSMEDIUM

Aquatic elves can exist both above and below the oceans. However, an aquatic elf must spend at least 6 hours total completely submerged under water (fresh or salt) per every 24-hour period or suffer 1 hp of



MERFOLK

Requirements: Minimum DEX 9

Ability modifiers: -1 INT, +1 DEX

Languages: Aquan, Common, Elvish, Merrow, Sahaugin, Triton

Mermen and mermaids, or merfolk as they call themselves, can be found throughout the **Middle Sea**. Merfolk societies vary from long-established kingdoms to small nomadic bands.

The merfolk were the first of the undersea races, predating both the aquatic elves and the triton. Clashes were common between them and the newcomers long ago, but now the three societies tend to get along (mostly).

AQUATIC SPEED

Merfolk gain a +2 bonus to initiative while underwater. Their speed underwater is 120' (40').

DOLPHIN SONG

Merfolk speak (or sing) the language of dolphins and whales, which consists of a strange mixture of high pitched whistles and rumbling sounds. They can communicate with any dolphin or whale within 500 feet.

TRANSMEDIUM

Merfolk can exist both above and below the oceans (though without the aid of magic, movement can be a problem for them out of water). Merfolk must spend at least 6 hours total completely submerged under water (fresh or salt) per every 24-hour period or suffer 1 hp of damage. This damage cannot be healed until the merfolk has spent the required time submerged under water.



SATYR

Requirements: Minimum DEX 9
Ability modifiers: +1 DEX, -1 STR
Languages: Common, Nationality, Satyr

A race going back to the **Age of the Feywild**, satyrs (known to themselves as *fauns*) are playful and irreverent creatures of the forest. Their appearance can vary, but in call cases, a satyr seems a combination of man and beast, somewhat smaller than humansized.

Alignment: Satyr may not be lawful.

COMBAT

Satyr can use leather armor and shields. Armor must be tailored to satyrs' small size. Similarly, they can use any weapon appropriate to their stature (as determined by the Dungeon Master). They cannot use longbows or two-handed swords.

DEFENSIVE BONUS

Due to their small size, satyr gain a +2 bonus to Armor Class when attacked by large opponents (greater than humansized).

HIDING

Satyr have an uncanny ability to disappear from sight while in a woodland setting. In woods or undergrowth, a satyr can hide with a 90% chance of success.



TRITON

Requirements: Minimum DEX 9
Ability modifiers: +1 INT, -1 WIS
Languages: Aquan, Common

Tritons resemble merfolk in some respects, though their appearance varies widely. Some possess hair while others are bald; some have fins, while others do not. Certain tritons bear twin, fish-like tails in place of legs, while others retain human-like legs. Their skin tones range from shades of green and blue to hues nearly indistinguishable from those of humans.

The tritons emerged as a distinct race after the fall of Cymra. In the wake of that cataclysm, a number of surviving wizards fled beneath the sea, where they used powerful magic to adapt themselves to life in the ocean depths.

AQUATIC SPEED

Tritons gain a +2 bonus to initiative while underwater. Their speed underwater is 120' (40').

COMBAT

Trident: Tritons gain a +2 to attack with tridents.



AVAILABLE CLASSES AND MAX LEVELS

The following classes and races are available in the **Middle Sea**. All options are drawn from *Old-School Essentials Advanced Fantasy: Player's Tome* unless otherwise noted. Listed below are the maximum class levels available to the new races introduced in this core rulebook, as well as which of the newly introduced classes may be chosen by the previously established races.

- ▶ acolyte (**CC #1**)
- ▶ acrobat
- ▶ assassin
- ▶ barbarian
- ▶ bard
- ▶ beast master (**CC #3**)
- ▶ chaos knight (**Demonic Grimoire**)
- ▶ cleric
- ▶ **dragonborn (**CC #3**)
- ▶ **drow
- ▶ druid
- ▶ **duergar
- ▶ **dwarf
- ▶ **elf
- ▶ fighter
- ▶ **gnome
- ▶ **goblin (**CC #1**)
- ▶ **half-elf
- ▶ **halfling
- ▶ **half-orc
- ▶ illusionist
- ▶ kineticist (**CC #1**)
- ▶ knight
- ▶ mage (**CC #1**)
- ▶ magic-user
- ▶ **mutoid (**CC #3**)
- ▶ paladin
- ▶ ranger
- ▶ **svirnfeblin
- ▶ thief
- ▶ **tiefling (**CC #3**)

**Both race and demihuman class.



AQUATIC ELF AVAILABLE PREVIOUS AND NEW CLASSES AND MAX LEVEL

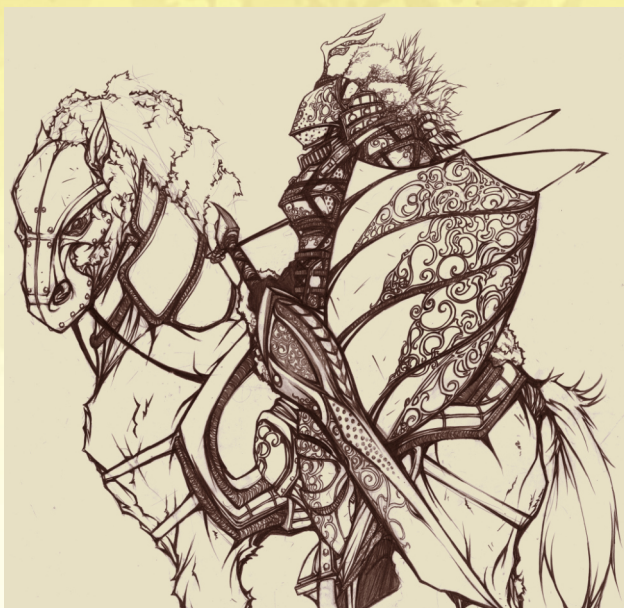
- ▶ Acolyte: 12th
- ▶ Beast Master: 12th
- ▶ Cleric: 11th
- ▶ Druid: 12th
- ▶ Fighter: 12th
- ▶ Mage: 11th
- ▶ Magic-User: 11th
- ▶ Sorcerer: 12th

DROW AVAILABLE NEW CLASSES AND MAX LEVEL

- ▶ Artificer: 8th
- ▶ Monk: 7th
- ▶ Ninja: 12th
- ▶ Sorcerer: 11th

DUERGAR AVAILABLE NEW CLASSES AND MAX LEVEL

- ▶ Artificer: 9th
- ▶ Runegraver: 9th
- ▶ Sorcerer: 7th



DRAGONBORN AVAILABLE NEW CLASSES AND MAX LEVEL

- ▶ Monk: 7th
- ▶ Ninja: 7th
- ▶ Runegraver: 7th
- ▶ Samurai: 10th
- ▶ Sorcerer: 8th

DWARF AVAILABLE NEW CLASSES AND MAX LEVEL

- ▶ Artificer: 11th
- ▶ Runegraver: 12th

ELF AVAILABLE NEW CLASSES AND MAX LEVEL

- ▶ Artificer: 7th
- ▶ Monk: 12th
- ▶ Ninja: 10th
- ▶ Runegraver: 8th
- ▶ Samurai: 10th
- ▶ Sorcerer: 11th

GNOME AVAILABLE NEW CLASSES AND MAX LEVEL

- ▶ Artificer: 14th
- ▶ Sorcerer: 6th

GOBLIN AVAILABLE NEW CLASSES AND MAX LEVEL

- ▶ Artificer: 7th
- ▶ Sorcerer: 6th

HALF-ELF AVAILABLE NEW CLASSES AND MAX LEVEL

- ▶ Artificer: 8th
- ▶ Monk: 11th
- ▶ Ninja: 12th

- ▶ Runegraver: 8th
- ▶ Samurai: 12th
- ▶ Sorcerer: 8th

HALFLING AVAILABLE NEW CLASSES AND MAX LEVEL

- ▶ Artificer: 6th
- ▶ Monk: 6th
- ▶ Ninja: 8th

HALF-ORC AVAILABLE NEW CLASSES AND MAX LEVEL

- ▶ Monk: 6th
- ▶ Ninja: 8th
- ▶ Runegraver: 9th

MERFOLK AVAILABLE PREVIOUS AND NEW CLASSES AND MAX LEVEL

- ▶ Bard: 6th
- ▶ Cleric: 10th
- ▶ Druid: 9th
- ▶ Fighter: 11th

MUTOID AVAILABLE NEW CLASSES AND MAX LEVEL

- ▶ Artificer: 9th
- ▶ Sorcerer: 6th

SATYR AVAILABLE PREVIOUS AND NEW CLASSES AND MAX LEVEL

- ▶ Acrobat: 8th
- ▶ Assassin: 10th
- ▶ Bard: 13th
- ▶ Druid: 12th
- ▶ Fighter: 8th
- ▶ Illusionist: 7th
- ▶ Kineticist: 9th
- ▶ Mage: 6th
- ▶ Magic-user: 6th
- ▶ Ranger: 8th
- ▶ Thief: 12th

SVIRFNEBLIN AVAILABLE NEW CLASSES AND MAX LEVEL

- ▶ Ninja: 8th
- ▶ Sorcerer: 6th

TIEFLING AVAILABLE NEW CLASSES AND MAX LEVEL

- ▶ Ninja: 9th
- ▶ Sorcerer: 12th

TRITON AVAILABLE PREVIOUS AND NEW CLASSES AND MAX LEVEL

- ▶ Cleric: 12th
- ▶ Fighter: 10th
- ▶ Magic-user: 12th



9TH-LEVEL FOLLOWERS

Presented below are the titles and followers associated with the new character classes of the **Middle Sea**. These are followed by revised follower rules for the fighter, thief, and ranger, expanding their roles beyond the adventuring party and into positions of lasting influence.

This chapter also includes guidelines for establishing and operating a thieves' guild, providing structure for campaigns in which characters rise to command networks, strongholds, and organizations that shape the wider world.

LEVEL TITLES

► **Aquatic Elf:** Tideborn, Reef-Walker, Current-Rider, Waveblade, Seaguard, Deepwarden, Tidemaster, Pearl Lord (Lady), Sovereign of the Deeps.

► **Artificer:** Tinker, Mechanist, Gearwright, Artificer, Master Artificer, Arcanist-Engineer, Forge Savant, Grand Artificer, Prime Fabricator.

► **Merfolk:** Tidekin, Reef-Scout, Current-Runner, Wavewarden, Sea-Singer, Deepwatcher, Tidemaster (Tidemistress), Pearl Sovereign, Lord (Lady) of the Abyss.

► **Monk:** Brother, Disciple, Master, Superior Master, Master of Dragons, Master of the North Wind, Master of the West Wind, Master of the South Wind, Master of the East Wind, Master of Winter, Master of Autumn, Master of Summer, Master of Spring, Grand Master of Flowers.

► **Ninja:** Initiate, Shadow Trainee, Clan Agent, Nightblade, Shadow Operative, Silent Hand, Veiled Master, Clan Lord (Lady), Grandmaster of Shadows.

► **Samurai:** Retainer, Vassal, Sword Bearer, Bushi, Hatamoto, Sword Captain, Daimyo's Champion, Great Daimyo, Shogun.



► **Satyr:** Reveler, Piper, Woodland Rake, Trickster, Horned Minstrel, Fey Skirmisher, Grove-Champion, Wild Lord (Lady), Prince of the Revels.

► **Sorcerer:** Dabbler in the Black Arts, Initiate of the Veil, Hexer, Warlock, Binder of Spirits, Necromancer, Master of the Black Circle, Arch-Sorcerer, Lord of the Outer Dark.

► **Triton:** Sea Initiate, Reef Sentinel, Tide Warrior, Waveguard, Deepwatch Captain, Ocean Warden, Tidemarshal, Lord (Lady) of the Trench, High Warden of the Deeps.



AQUATIC ELF FOLLOWERS

An aquatic elf may construct a stronghold in the depths of the sea, shaping it in harmony with the surrounding currents and marine life at a site of exceptional natural beauty. Such strongholds are often grown from coral, carved from living stone, or woven into kelp forests, reef arches, or submerged groves. Though formed of organic or ocean-worn materials, their construction costs are equivalent to stone fortifications, owing to the extraordinary artistry and precision required.

Sea life within a 5 mile radius of the completed stronghold will become friends with the aquatic elf. They may warn of intruders, carry messages and news, and so on. In exchange for this friendship, the aquatic elf must protect the animals from harm.

An aquatic elf ruler may only hire aquatic elven, merfolk, and triton mercenaries. Specialists and retainers of any race may be hired.

ARTIFICER FOLLOWERS

An artificer may establish a workshop, foundry, or arcane manufactory, whether within a settlement or in an isolated location, attracting 2d6 artisans, engineers, and apprentices drawn by reputation and

innovation. These followers are typically skilled craftworkers, tinkerers, or lesser artificers seeking instruction, patronage, or access to rare techniques.

An artificer's followers are not bound by blood or clan, but by shared craft. They are generally loyal so long as the artificer continues to provide work, protection, and opportunities for advancement. In times of conflict or crisis, these followers may collaborate to maintain defenses, construct devices, or supply war engines.

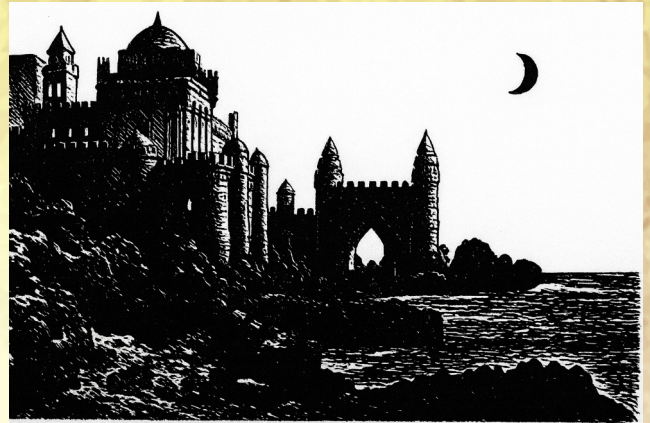
An artificer ruler may only hire mercenaries and guards willing to operate alongside experimental devices and unusual machinery. Specialists and retainers of any race may be hired, and artificers are notably more likely than most rulers to attract nontraditional or unconventional followers.



FIGHTER ALTERNATE FOLLOWERS

When a fighter attains 9th level (becomes a “Lord”), he can automatically attract men-at-arms. These soldiers, having heard of the fighter, come for the chance to gain fame, adventure, and cash. They are loyal as long as they are well-treated, successful, and paid well. Abusive treatment or a disastrous campaign can lead to grumbling, desertion, and possibly mutiny. To attract the men, the fighter must have a castle or stronghold and sizeable manor lands around it. As he claims and rules this land, soldiers journey to his domain, thereby increasing his power.

Furthermore, the fighter can tax and develop these lands, gaining a steady income from them. In addition to regular men-at-arms, the 9th-level fighter also attracts an elite bodyguard (his “household guards”). Although these soldiers are still mercenaries, they have greater loyalty to their Lord than do common soldiers. In return, they expect better treatment and more pay than the common soldier receives. Although the elite unit can be chosen randomly, it is better to ask your DM what unit your fighter attracts. This allows him to choose a troop consistent with the campaign.



Roll percentile dice on each of the following tables: once for the leader of the troops, once for troops, and once for a bodyguard (household guards) unit.

DIE ROLL	LEADER
01-40	5th-level fighter, plate mail, shield, <i>battle axe</i> +2
41-75	6th-level fight, plate mail, <i>shield</i> +1, <i>spear</i> +1, <i>dagger</i> +1
76-95	6th-level fighter, <i>plate mail</i> +1, shield, <i>spear</i> +1, <i>dagger</i> +1 plus 3rd-level fighter, splint mail, shield, <i>crossbow of distance</i> *
96-99	7th-level fighter, <i>plate mail</i> +1, shield +1, <i>broard sword</i> +2, heavy warhorse with <i>horseshoes of speed</i> **
00	DM's option

*A *crossbow of distance* is a *crossbow* +1 that has double range in all categories.

** *Horseshoes of speed* double the animal's movement rate.

DIE ROLL	TROOPS/ FOLLOWERS
01-40	20 cavalry with ring mail, shield, 3 javelins, long sword, and hand axe; plus 100 infantry with scale mail, polearm, and club
41-75	20 infantry with splint mail, morning star, and hand axe; plus 60 infantry with leather armor, pike, and short sword
76-95	40 infantry with chain mail, heavy crossbow, and short sword; plus 20 infantry with chain mail, light crossbow, and military fork
96-99	10 cavalry with banded mail, shield, lance, bastard sword, and mace; plus 20 cavalry with scale mail, shield, lance, long sword, and mace; plus 30 cavalry with studded leather armor, shield, lance, and long sword
00	DM's option, including barbarians, headhunters, armed peasants, extra-heavy cavalry, or similar forces



DIE ROLL	ELITE UNITS
01-10	10 mounted knights, all 1st-level fighters, equipped with field plate, large shield, lance, broad sword, morning star, and heavy war horses with full barding
11-20	10 elfen fighter-magic-users, all 1st level, with chain mail, long sword, long bow, and dagger
21-30	5 wardens, all 1st-level rangers, with scale mail, shield, long sword, spear, and long bow
31-40	20 berserkers, all 2nd-level fighters, with leather armor, shield, battle axe, broad sword, and dagger; berserkers receive a +1 bonus to attack and damage rolls
41-65	20 expert archers, all 1st-level fighters, with studded leather armor and long bows or crossbows; they receive a +2 bonus to hit, or bow specialization
66-99	30 infantry, all 1st-level fighters, equipped with plate mail, body shield, spear, and short sword
00	DM's option, including pegasus cavalry, eagle riders, demihumans, siege troops, or other suitable units

MERFOLK FOLLOWERS

When a merfolk attains 9th level and establishes a permanent stronghold within the sea, such as a coral citadel, trench-hold, kelp fortress, or pearl-city, they attract followers from surrounding waters who are drawn by reputation, lineage, and the protection offered by the ruler of the deep.

To attract followers, the merfolk must claim and defend a clearly defined marine territory. This territory may include reefs, underwater valleys, sea caves, shipwreck fields, or migratory routes. As the merfolk establishes authority over these waters, followers arrive to serve, settle, and defend the domain. Upon establishing a stronghold, the merfolk attracts $2d6 \times 10$ merfolk from nearby seas. These followers are typically a mix of reef sentinels and spear-warriors; net-casters and hunters; tide-scouts and messengers; craftsfolk skilled in coral shaping, shellcraft, and current-weaving.

Merfolk followers are loyal so long as the ruler protects the domain from surface threats and deep-sea predators; maintains harmony with the surrounding marine environment; distributes food, shelter, and spoils fairly. Neglect of the domain, reckless warfare, or endangerment of the seas may result in unrest, desertion, or the withdrawal of entire shoals.

► Elite Tideguard:

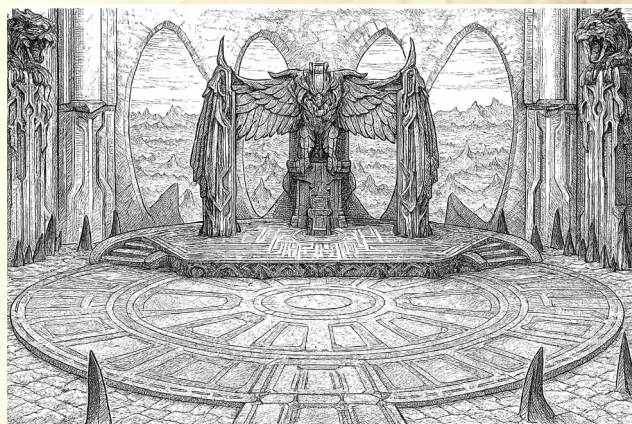
In addition to common followers, the 9th-level merfolk attracts an elite tideguard, sometimes known as current-wardens or pearl-guardians.

The tideguard consists of $1d6 + 4$ veteran merfolk fighters, each of level 1d2, armed with superior coral-forged weapons and armor and trained in coordinated underwater combat. These guards are personally loyal to the ruler and serve as protectors of the stronghold and enforcers of the domain's borders.

► **Allies of the Deep:** Every year the merfolk retains lordship, there is a 50% chance they attract 2d12 dolphins, giant seahorses, or other intelligent sea creatures

► **Domains and Tribute:** A merfolk ruler does not levy taxes in coin, but instead receives tribute in the form of food stores and hunting rights; crafted goods and rare materials; pearls, relics, or salvage from the deep. So long as the domain is well governed, this tribute provides a steady flow of resources sufficient to maintain the stronghold and its defenders.

An aquatic elf ruler may only hire aquatic elven, merfolk, and triton mercenaries. Specialists and retainers of any race may be hired.



MONK FOLLOWERS

Upon attaining 9th level, a monk earns the right to permanently stay in their monastery grounds or establish a subsidiary monastery elsewhere. If the character establishes a new monastery, he is allowed to amass sufficient funds to finance the construction of the buildings and maintain the grounds. Once completed, the monk attracts 3d4 1st-level monks who come to train under the character.

NINJA FOLLOWERS

Upon attaining 9th level, a ninja earns the right to establish a permanent hidden compound or assume leadership of a lesser clan enclave. Such strongholds are

concealed by terrain, subterfuge, and misdirection, and may take the form of mountain redoubts, forest villages, abandoned fortresses, or urban safehouses. If the character establishes a new enclave, the ninja is granted access to clan resources sufficient to finance its construction and upkeep.

Once established, the ninja does not attract followers through reputation alone. Instead, the character is assigned 2d4 1st-level ninja from their clan, sent to train, serve, and carry out missions under the character's direction. These followers are bound by oath and secrecy, and will not abandon the clan unless the ninja is disgraced, exposed, or acts against clan interests.

RANGER ALTERNATE FOLLOWERS

At 9th level, a ranger attracts 2d6 followers. These followers might be normal humans, but they are often animals, or even stranger denizens of the lands.

DIE ROLL	RANGER'S FOLLOWERS
01-10	Bear, black
11-20	Bear, brown
21	Brownie*
22-26	Cleric (human)
27-38	Dog/wolf
39-40	Druid
41-50	Falcon
51-53	Fighter (elf)
54-55	Fighter (gnome)
56-57	Fighter (halfling)
58-65	Fighter (human)
66	Fighter/magic-user (elf)
67-72	Great cat (tiger, lion, etc.)
73	Hippogriff*
74	Pegasus*
75	Pixie*
76-80	Ranger (half-elf)
81-90	Ranger (human)
91-94	Raven
95	Satyr
96	Thief (halfling)
97	Thief (human)
98	Treant*
99	Werebear/weretiger*
00	DM's choice

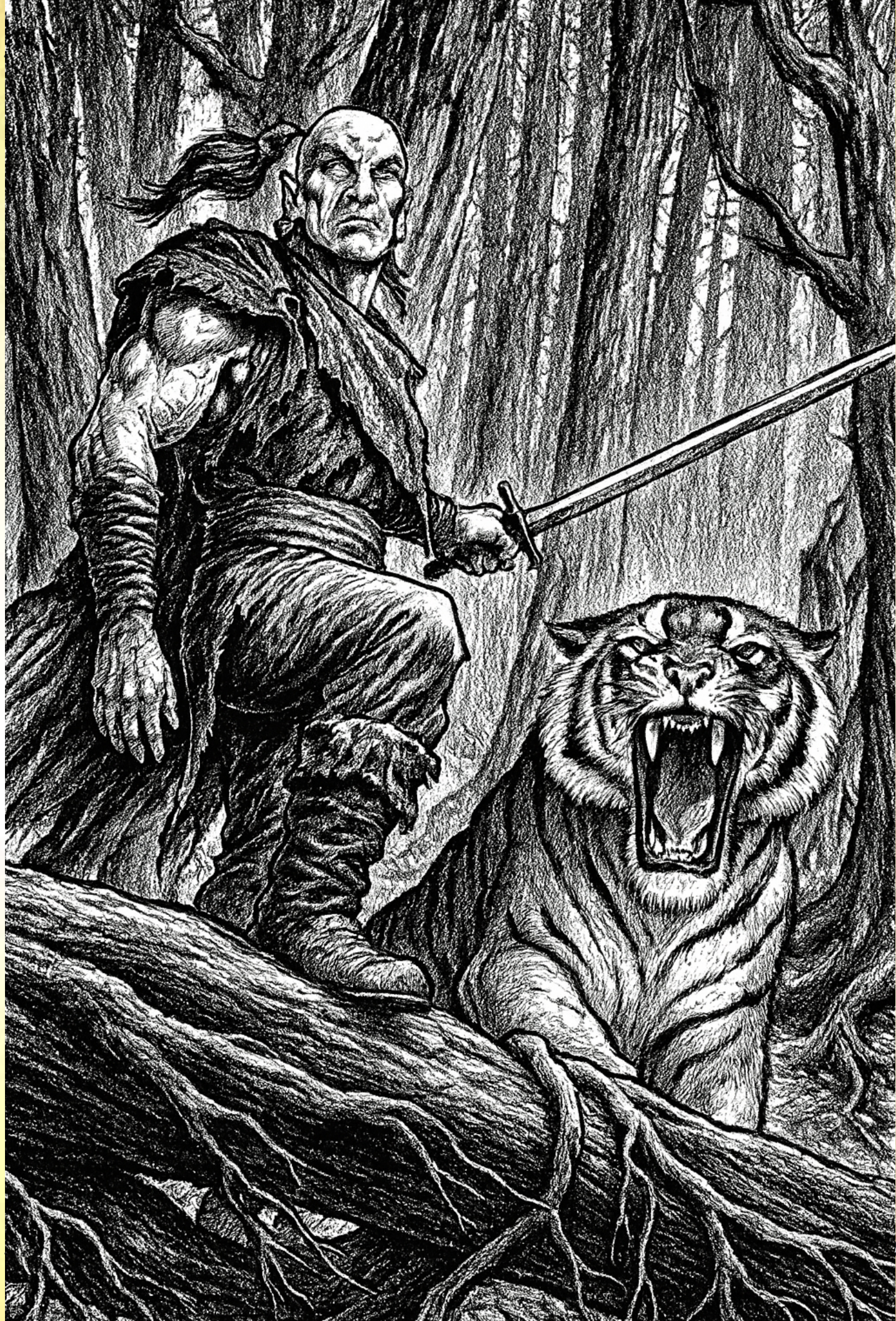
*If the ranger already has a follower of this type, ignore and roll again.

Levels of followers are 1d4.



RUNEGRAVER FOLLOWERS

Upon attaining 9th level, a runegraver may establish a permanent rune hall where runic knowledge may be preserved and practiced. Such a site is typically warded, isolated, and bound to ley lines, ancient stone, or places of lingering magical resonance. Once completed, 2d4 1st-level runegravers or runic apprentices arrive to study under the character. These followers come seeking instruction, access to guarded lore, and the opportunity to inscribe greater works. They remain loyal so long as the runegraver upholds the laws, oaths, and secrecy of the runic tradition.



SAMURAI FOLLOWERS

At 9th level, the samurai automatically attracts 2d10 1st-level samurai. These samurai are absolutely loyal to the player character samurai, as befits his station. In addition, 2–7 specialists (armorers, weaponsmiths, and the like) request entry into the character's service. There is a 10% chance that one of these specialists is a ninja, sent to observe the activities of the character as a precaution.

SATYR FOLLOWERS

At 7th level, a satyr earns the right to claim a sacred woodland glen known to the fey and beastfolk of the region. This glen becomes a place of revelry, music, and moonlit dance, and serves as a spiritual and social center for local satyrs.

Upon establishing the glen, the character attracts 2d6 satyrs of 1st level, who arrive to take part in the revels and swear loyalty to the character as their revel-lord. These followers are devoted so long as the satyr upholds the ancient customs of hospitality, music, and freedom.

In addition, 1d4+1 attendants (musicians, herders, brewers, herbalists, or similar woodland folk) seek residence within the glen. There is a 10% chance that one attendant is a dryad, sprite, treant, or other fey observer, present to watch over the balance of the glen and ensure the character does not violate the old pacts.

SORCERER FOLLOWERS

After reaching 9th level a sorcerer may establish a sanctum of sorcery: a tower, ruin, cavern, ziggurat, or hidden place of power suitable to their dark studies. Once the sanctum is prepared and properly consecrated, the sorcerer may perform the rites necessary to bind an otherworldly entity to their service.

Through forbidden pacts and sacrifices, the sorcerer attracts one powerful demon, spirit, or extradimensional being (3–6 HD). This entity is bound to the

sanctum and cannot stray far from it without elaborate rituals. While bound, the creature is compelled to serve the sorcerer, offering protection, occult knowledge, and warnings of intruders. It may also act as a messenger, guardian, or enforcer at the Dungeon Master's discretion.

However, the bond is never one of true loyalty. The entity constantly seeks loopholes, weakness, or negligence in the sorcerer's control, and any failure to maintain the proper rites, wards, or offerings may result in betrayal, escape, or dire consequences.

In addition, 1d4 apprentices, cultists, or thralls (0-level or 1st-level humans) are drawn to the sorcerer's growing reputation. These followers serve out of fear, ambition, or fanatic devotion, and their loyalty is conditional and fragile.

A sorcerer may employ mercenaries, servants, or specialists as retainers, but no true warriors are gained freely, and all such hirelings demand payment, protection, or dark favor. The sanctum is a place of power and dread, and few serve there without cause.



THIEF ALTERNATE FOLLOWERS

Once a thief reaches 9th level, their reputation is such that they can attract followers, either a gang of scoundrels and scalawags or a group of scouts eager to learn from a reputed master. They are generally loyal to him, but a wise thief is always wary of his comrades. The thief attracts 4d6 of these fellows once they have established a *hideout*.

DIE ROLL	THIEFS FOLLOWERS	LEVEL RANGE
01-03	Dwarf fighter/thief	1-4
04-08	Dwarf thief	1-6
09-13	Elf thief	1-6
14-15	Elf thief/fighter/magic-user	1-3
16-18	Elf thief-magic-user	1-4
19-24	Gnome thief	1-6
25-27	Gnome thief/fighter	1-4
28-30	Gnome thief/illusionist	1-4
31-35	Half-elf thief	1-6
36-38	Half-elf thief/fighter	1-4
39-41	Half-elf thief/fighter/magic-user	1-3
42-46	Halfling thief	1-8
47-50	Halfling thief/fighter	1-6
51-99	Human thief	1-8
99	Tiefling thief/sorcerer	1-8/1-4
00	DM's choice	—

A thief may use these followers to start a Thieves' Guild. Rules for running a Thieves' Guild follow this section.

TRITON FOLLOWERS

Upon attaining 9th level, a triton earns the right to establish a permanent sea-hold or assume command of an existing undersea watch-post, fortress-reef, or oceanic citadel. Such strongholds are typically located along deep-sea trenches, migratory routes, or contested waters where threats from the deep or surface are most likely to arise. If the character establishes a new sea-hold, they are granted access to communal triton resources sufficient to finance its construction and maintenance.

Once established, the triton attracts 3d4 1st-level triton warriors who are assigned to serve under the character as part of the wider defense of the seas. These followers are not mercenaries, but sworn guardians bound by duty to their people and the protection of the ocean realms. They remain loyal so long as the triton upholds their charge, defends the domain, and does not abandon the watch entrusted to them.



THIEVES' GUILDS

Thieves can build a secret stronghold called a *hideout*. Being secret, hideouts do not secure domains and do not attract peasant families. However, when an adventurer has established a hideout, they will become the boss of a syndicate of followers, per the **Followers Chapter**, previous.

Each time the adventurer gains a level thereafter, they will attract an additional 1d6 1st-level followers to their syndicate. In addition, the syndicate boss may hire ruffians to increase the size of their syndicate. However, it should be noted that additional thieves or mercenaries who are hired to join the guild do not count for determining income (see below)—they can simply be used as hired muscle and security.

Use the table below to determine how many thieves are already present in the settlement where the character wishes to establish a new hideout, as well as the minimum cost required for its construction and establishment.

HIDEOUT SIZE AND COST		
POPULATION OF SETTLEMENT (#FAMILIES × 5)	#THIEVES ALREADY IN THE SETTLEMENT	MINIMUM HIDEOUT VALUE (CP)
1,000	1d3	5,000
3,000	1d4	10,000
10,000	1d4+1	15,000
25,000	2d6+2	20,000
100,000	4d6+2	25,000
EVERY +100,000	+4d6	30,000

All of these previously established thieves are 1st level, with the exception of a top few. To determine the levels of the top members, consult the following chart:

# OF THIEVES	HIGHEST RANK	2ND HIGHEST	3RD HIGHEST	4TH HIGHEST	5TH HIGHEST
1-10	1d3	1d2	1d2	—	—
11-20	1d4+1	1d4	1d4	—	—
21-30	1d4+2	1d3+1	1d3+1	1d2+1	1d2+1
31-50	1d4+3	1d3+2	1d3+2	1d3+2	1d2+2
51+	1d6+3	1d4+2	1d4+2	1d3+2	1d3+2

It is possible for the second-highest roll to exceed the highest rank, or even the third, and so on. In any case, the highest levels should correspond to the highest ranks within the guild.



Of course, not all thieves' guilds are going to be open to a new syndicate moving into their territory. To determine the attitude they have to the character, consult the following table:

ROLL	ATTITUDE
1-5	Hostile
6-10	Unfriendly
11-15	Neutral
16-18	Receptive
19-20	Cooperative



Thieves' Guilds operate through a variety of Operations within a settlement. When a character first establishes a syndicate, these Operations will already be under the control of existing thieves. A single guild may control all Operations, control may be divided among several guilds, or there may even be one guild per Operation. The Dungeon Master determines the initial situation. Turf wars are common.

Before the character may assign any of their thieves to an Operation, control must first be wrested from those who currently hold it. This may be accomplished through negotiation, bribery, force, or by persuading them to join the syndicate.

Operations are rolled for profit and events once per month. The consequences for a thief being captured are explained at the end of this section. The character makes one roll per thief assigned to an Operation each month.

STREET OPERATIONS

Street Operations is the only Operation that cannot be fully monopolized, and thus any guild may participate. It includes activities such as pickpocketing, burglary, robbery, mugging, and similar crimes. The amount

gained from this Operation depends on the settlement's Market Value. Market Values are explained in greater detail in the **Equipment Chapter**.

MARKET VALUE	AMOUNT EARNED PER THIEF ASSIGNED	% CHANCE THIEF IS CAUGHT (-1% PER LEVEL ABOVE 1ST)
VI	1d12 copper per level	18%
V	4d6 copper per level	16%
IV	6d6 copper per level	14%
III	2d4 silver per level	12%
II	2d6 gold per level	10%
I	3d6 gold per level	8%



PROTECTION RACKETS

Thieves and merchants may, in certain cities and towns, come to a negotiated understanding. In such arrangements, the thieves agree not to burgle specific establishments, such as warehouses and private homes, belonging to merchants who pay a fee for this privilege. Merchants who refuse to pay are considered fair game for future robbery and may even be deliberately targeted.

These agreements are always negotiated by senior members of the guild, and guild members are informed in no uncertain terms that certain locations are strictly off-limits. Such arrangements are most common in settlements where the thieves' guild is strong, the rule of law is

weak or corrupt, and the guildmaster is lawful-aligned.

A notable consequence of these agreements is that if a freelance thief burgles a property owned by a merchant who pays the local thieves' guild, the guild will make determined efforts to locate the offender and administer summary justice. This punishment may be harsher than the penalties prescribed by local law.

Despite appearances, this is not a traditional protection racket in the sense of overt threats of bodily harm. While thieves denied payment may harass a merchant indirectly by intimidating customers or staff, outright violence is uncommon. Only guilds dominated by evil leadership and heavily populated by thugs are likely to resort to routine physical violence.

MARKET VALUE	AMOUNT EARNED PER THIEF ASSIGNED	% CHANCE THIEF IS CAUGHT (-1% PER LEVEL ABOVE 1ST)
VI	1d6 gold per level	10%
V	2d6 gold per level	8%
IV	3d6 gold per level	6%
III	4d6 gold per level	5%
II	5d6 gold per level	4%
I	6d6 gold per level	3%

SMUGGLING

This activity is most commonly organized in ports, or in major inland trade cities situated at key crossroads of trade routes. In the case of a port city, thieves may also be allied with pirates, both through smuggling operations and by relaying information regarding sailing schedules, cargoes, and the defenses of departing vessels.

A guild may also exert influence over port officials and inspectors, instructing them to overlook or fail to mark certain cargoes for tariffs. Smuggling may involve any prohibited goods, and in troubled regions the illegal transport of weapons is often particularly lucrative.



MARKET VALUE	AMOUNT EARNED PER THIEF ASSIGNED	% CHANCE THIEF IS CAUGHT (-1% PER LEVEL ABOVE 1ST)
VI	1d6+1 gold per level	25%
V	2d6+2 gold per level	22%
IV	3d6+3 gold per level	18%
III	4d6+4 gold per level	15%
II	5d6+5 gold per level	12%
I	6d6+6 gold per level	9%

FORGERY & COIN CLIPPING

A strong thieves' guild may regulate the activities of forgers and coin clippers in order to keep the proportion of false or debased coinage within reasonable limits. If too many forgeries circulate, the value of coinage can deteriorate rapidly, to no one's benefit, including that of the thieves themselves.

Clipping is the practice of shaving thin slivers from the edges of coins and using the recovered metal for subsequent coin forging or other purposes. A reduction of approximately 5 percent of a coin's original mass is usually difficult to detect, though coins may be clipped multiple times over the course of their circulation. In more advanced societies within the campaign world, minting dies may feature milled or marked edges specifically designed to prevent such practices.

MARKET VALUE	AMOUNT EARNED PER THIEF ASSIGNED	% CHANCE THIEF IS CAUGHT (-1% PER LEVEL ABOVE 1ST)
VI	50 silver	18%
V	(1 per level) × 100 silver	16%
IV	(1d4+1 per level) × 100 silver	14%
III	(1d4+1 per level) × 250 silver	12%
II	(1d6+1 per level) × 500 silver	10%
I	(1d6+1 per level) × 1,000 silver	8%

GAMBLING

Thieves may operate casinos and similar establishments. Such venues provide a steady source of income, convenient meeting places for underworld figures, and ample opportunity to extract large sums of money from patrons who are wealthy, intoxicated, foolish, or often all three. Organized crime is typically heavily involved in these operations.

MARKET VALUE	AMOUNT EARNED PER THIEF ASSIGNED	% CHANCE THIEF IS CAUGHT (-1% PER LEVEL ABOVE 1ST)
VI	1d10 copper	12%
V	2d10 copper	10%
IV	1d6 silver	8%
III	2d6 silver	6%
II	1d6 gold	5%
I	2d6 gold	4%

PROSTITUTION

Prostitution is one of the oldest professions in human civilization. Although it is not illegal in any of the nations, those who practice it often require protection from the thieves' guilds.

MARKET VALUE	AMOUNT EARNED PER THIEF ASSIGNED	% CHANCE THIEF IS CAUGHT (-1% PER LEVEL ABOVE 1ST)
VI	1d4 copper	12%
V	1d6 copper	10%
IV	1d8 copper	8%
III	2d6 silver	6%
II	1d6 gold	5%
I	2d6 gold	4%

BRIBERY

The guild may bribe local authorities for each Operation. For every 25 cp paid toward an Operation, each thief involved in that Operation gains a -1% chance of being caught. This fee must be paid separately for each Operation in order to receive the benefit for that specific Operation.

CAPTURED THIEVES

Roll once on the table below for every captured thief.

ROLL 1D6	CONSEQUENCE
1-2	The thief crumbles under torture and gives up 1d4 more thieves, who are also arrested. The thief is then executed.
3	The thief is killed.
4	Guards demand 200cp bribe, or thief is killed.
5	Thief is killed but face is known. Can no longer work the Operation that led to their capture.
6	Thief escapes but earns no money this month.





EQUIPMENT

Common coins come in several denominations based on the relative worth of the metal from which they are made. The three most common coins are the bronze piece (bp), the copper piece (cp), and the silver piece (sp). All coins are uniform in size and weight. A standard coin weighs approximately 4.5 grams, meaning 100 coins weigh 1 pound.

Standard Exchange Rates					
coin	BP	CP	SP	GP	PP
Bronze Quadrans (bp)	1	1/4	1/48	1/240	1/960
Copper Crowns (cp)	4	1	1/12	1/60	1/240
Silver Consuls (sp)	48	12	1	1/5	1/20
Gold Lords (gp)	240	60	5	1	1/4
Platinum Dragons (pp)	960	240	20	4	1

STARTING MONEY

PCs start with 1d8 × 100 copper pieces.



BRONZE QUADRAN



COPPER CROWN



SILVER CONSUL



GOLD LORD



PLATINUM DRAGON

MARKET VALUE & DEMAND VALUE

The items available for purchase or trade throughout the **Middle Sea** are divided into categories listed below. At the beginning of each country's description (see the **Realms Chapter**), these categories are assigned a Demand Value. If no Demand Value is listed, treat it as 0. In some cases, individual items within a category may have their own Demand Value.

Demand Value represents how sought-after items in that category are within a given country. Higher Demand Values indicate greater demand and higher prices, while lower Demand Values indicate reduced availability and lower demand. Items with low Demand Values are harder to find, while items with high Demand Values are more common.

The prices listed in this chapter assume a Demand Value of 0. Prices increase or decrease based on the Demand Value rating, as shown below.

DEMAND VALUE	PRICE ADJUSTMENT
-2	50% listed price
-1	75% listed price
+1	150% listed price
+2	200% listed price
+3	300% listed price
+4	400% listed price

For example, in the city of Karth, the DV for Wild Game is +2. A lion's listed price is 300 sp. Therefore, in Karth a lion would cost 600 sp.

Similarly, every village, town, and city is assigned a Market Value. This rating represents the size of the market and its position along major trade routes. Lower Market Values indicate broader availability and a greater likelihood of finding items from the equipment lists, while higher Market Values indicate smaller or more isolated markets with fewer goods available.

If, as a merchant, you bring cargo to a market that does not normally carry a given item, treat that item as having a Demand Value one step higher than normal for that region, to a maximum increase of +4.

MARKET VALUE	AVAILABILITY
I	Anything
II	-2, -1, 0, +1, +2, +3
III	-2, -1, 0, +1, +2
IV	-2, -1, 0, +1
V	-2, -1, 0 / +1 DVs can be found with a successful INT check
VI	-2, -1, 0



LIFESTYLES AND INCOMES

The following tables show the average gross income of each social class per year.

SOCIAL CLASS	ANNUAL INCOME
Nobility	100 pp
Upper Class	40 pp
Middle Class	8 pp
Labor Class	1,000 cp
Poverty	600 cp
Enslaved	200 cp

Keep in mind that these values are derived from the prices of goods, services, and land listed throughout this rulebook. Using this table to determine treasure rewards for player characters will help keep the game balanced.

Since it can be difficult to imagine the value of coins and their purchase power, these are the approximate values in today's dollars (USD): 1 platinum piece = **\$8,000**; 1 gold piece = **\$2,000**; 1 silver piece = **\$400**; 1 copper piece = **\$33**; 1 bronze piece = **\$8**.

Item	Demand Value Category	Weight	Cost at Market	Notes
1 acre of farmable land	Agriculture	NA	290 cp	Outright purchase price
1 acre of farmable land, rental	Agriculture	NA	5 cp	Per year. Some landlords also charge 5-10% of the yield.
Abacus	Lumber	2 lbs.	14 cp	
Acid, vial	Alchemy	1 lb.	60 cp	–
Alchemist's fire (flask)	Alchemy	1 lb.	84 cp	–
Ale, 1 gallon	Agriculture	8 lbs.	2 bp	1 bp per gallon to reseller; 1 acre makes 160 gallons
Almonds, 1 pound	Agriculture	1 lb.	1 cp	2 bp to a reseller
Alum, 1 pound	Alum	1 lb.	60 cp	Used as a mordant for dyes
Amber, 1 pound	Amber	1 lb.	12 cp	–
Antitoxin	Alchemy	1 lb.	60 cp	–
Apartment	NA	NA	30 cp	Per year
Apples, bushel	Agriculture	48 lbs.	12 cp	6 cp to reseller
Arrows, 18	Iron, Lumber	18 lbs.	12 cp	–
Backpack	Agriculture	5 lbs.	4 cp	–
Barrel	Iron, Lumber	70 lbs.	76 cp	
Basket	Agriculture	2 lbs.	1 cp	–
Bedding, luxury	Agriculture, Livestock	20 lbs.	12 cp	Per bed
Bedroll	Agriculture, Livestock	7 lbs.	6 cp	–
Bell	Brass	NA	4 cp	–
Belt	Hides	1/2 lb.	2 cp	–
Bit and bridle	Hides	1 lb.	16 cp	–
Black pepper, 1 pound	Agriculture	1 lb.	240 cp	120 cp to reseller
Blanket	Agriculture, Livestock	3 lbs.	2 cp	–
Block and tackle	Iron	5 lbs.	32 cp	–
Boar	Wild Game	300 lbs.	24 cp	–
Book	Lumber	5 lbs.	60 cp	–
Boots, gentry	Hides	2 lbs.	6 cp	–
Boots, riding	Hides	2 lbs.	2 cp	–
Bottle, clay	NA	2 lbs.	4 cp	–
Bottle, glass	NA	2 lbs.	60 cp	–
Breeches	Agriculture	2 lbs.	2 cp	–
Bronze, 1 pound	Bronze	1 lb.	100 bp	Bronze quadrans weigh 4.5 grams

Item	Demand Value Category	Weight	Cost at Market	Notes
Bread or flour, 1 pound	Agriculture	1 lbs.	2 bp	1 bp to reseller
Bucket, tin	Tin	2 lbs.	16 cp	–
Bucket, wood	Lumber	1 lb.	4 cp	–
Burial, typical	NA	NA	10 cp	Prices can be higher if extravagant
Cage, 5 × 5	Iron	15 lbs.	96 cp	–
Cage, 10 × 10	Iron	25 lbs.	300 cp	–
Cage, 15 × 15	Iron	100 lbs.	600 cp	–
Camel	Animal	1,300 lbs.	6 gp	–
Candle	Agriculture	NA	1 bp	–
Cap, hat	Agriculture	1/4 lb.	1 cp	–
Cart	Iron, Lumber	200 lbs.	20 gp	–
Case, ornate wooden	Lumber	2 lbs.	20 cp	–
Chain, 10 feet	Iron	10 lbs.	13 cp	–
Chalk, 1 piece	NA	NA	1 bp	–
Chariot	Hides, Iron, Lumber	100 lbs.	10 gp	–
Cheese, 1 pound	Dairy	1 lb.	2 bp	1 bp to reseller
Chest	Iron, Lumber	25 lbs.	24 cp	–
Chicken	Livestock	2 lbs.	4 cp	–
Cider, 1 gallon	Agriculture	8 lbs.	24 cp	–
Clerk	NA	NA	4 cp	Per letter
Cloth, fine	Agriculture	6 lbs.	75 cp	per 20 yards; to reseller for 37 cp
Cloth, wool	Agriculture	6 lbs.	45 cp	per 20 yards; to reseller for 22 cp
Comb	NA	NA	10 bp	–
Copper, 1 pound	Copper	1 lb.	100 cp	A copper crown weighs 4.5 grams
Cottage, rental	NA	NA	60 cp	Per year
Cow	Dairy, Livestock	600 lbs.	1,200 cp	600 cp if sold to a butcher
Craftsman, 1 day	NA	NA	6 cp	1 day's labor
Craftsman's house, rental	NA	NA	240 cp	Per year
Crowbar	Iron	5 lbs.	31 cp	–
Doctor, leech, or bleeding	NA	NA	6 cp	–
Dog, hunting	Livestock	120 lbs.	7 cp	–
Dog, war	Livestock	140 lbs.	20 cp	–
Donkey	Livestock	400 lbs.	36 cp	–
Dye	Alum, Dyes	1 lb.	25 cp	Per 10 yards of cloth



Item	Demand Value Category	Weight	Cost at Market	Notes
Eggs, 2 dozen	Livestock	1 lb.	1 cp	2 bp to reseller
Elephant, riding	Livestock	6,000 lbs.	1,200 cp	–
Elephant, war	Livestock	13,000 lbs.	3,600 cp	–
Exotic hides, 1 bolt	Exotic Animals	Varies	15 cp per HD	Can sell to reseller for 50% (round up)
Falcon, trained	Livestock	5 lbs.	24 cp	–
Fencing instruction	NA	NA	1,440 cp	Per year, group instruction
Fencing instruction, private	NA	NA	36 cp	Per day
Firewood, 1 cord	Lumber	3,000 lbs.	50 cp	1 cord can heat 1 cottage per year
Fish, Fresh (1 pound)	Fish	1 lb.	1 cp	2 bp to reseller
Fish, salted (1 pound)	Fish	1 lb.	6 bp	–
Fishhook	Iron	NA	1 bp	–
Fishing net	Agriculture	5 lbs.	8 cp	–
Fishing tackle	Iron	4 lbs.	2 cp	–
Flask or tankard	Lumber	1 lb.	2 cp	–
Flint and steel	Iron	1/4 lb.	1 cp	–
Girdle	Agriculture	1/4 lb.	1 cp	–
Gloves	Hides	1/4 lb.	2 cp	–
Gloves, furred	Exotic Hides	1/4 lb.	4 cp	–
Goat	Livestock	90 lbs.	30 cp	–
Gold, 1 pound	Gold	1 lb.	100 gp	Gold lords weigh 4.5 grams
Gown, common	Agriculture	3 lbs.	24 cp	–
Gown, furred	Exotic Hides	4 lbs.	60 cp	–
Grains, bushel	Agriculture	60 lbs.	25 bp	Produces 28 pounds of flour
Grapes, 1 pound	Agriculture	1 lb.	2 cp	1 cp to a reseller
Grappling hook	Iron	4 lbs.	10 cp	–
Griffon	Exotic Animals	500 lbs.	60,000 sp	–
Guide, in city	NA	NA	6 cp	Per day
Hammer	Iron, Lumber	3 lbs.	6 cp	–

Item	Demand Value Category	Weight	Cost at Market	Notes
Hammer, sledge	Iron, Lumber	10 lbs.	16 cp	–
Hat, gentry	Agriculture, Hides	1 lb.	24 cp	–
Healer's kit	Varies	3 lbs.	60 cp	–
Hides, regular (1 bolt)	Hides	50 lbs.	5 cp per HD	Can sell to reseller for 50% (round up)
Holy symbol	Varies	NA	5 cp	–
Honey, 1 pound	Agriculture	1 pound	1 cp	2 bp to reseller
Horse, plough	Livestock	1,700 lbs.	240 cp	–
Horse, riding	Livestock	1,200 lbs.	5 gp	–
Horse, war	Livestock	2,000 lbs.	10 gp	–
Hourglass	NA	1 lb.	1 gp	–
Hunting trap	Iron	25 lbs.	131 cp	–
Ink, 1 ounce bottle	Dyes	1 oz.	48 cp	–
Ink Pen	Iron	15 grams	24 cp	–
Iron ore, 100 pounds	Iron	100 lbs.	150 cp	Produces 1d3 × 10% lbs. of wrought iron, and 1d8+2% usable steel. To reseller for 75 cp
Ivory, 1 pound	Ivory	1 lb.	25 cp	12 cp to reseller
Jaguar	Wild Game	200 lbs.	120 sp	–
Jug or pitcher	NA	4 lbs.	5 cp	–
Labor (1 day)	NA	NA	4 cp	Unskilled labor
Ladder (10-foot)	Lumber	25 lbs.	12 cp	–
Lamp	Iron	1 lb.	3 cp	–
Lantern, bullseye	Iron	2 lbs.	6 cp	–
Lantern, hooded	Iron	2 lbs.	12 cp	–
Laundry, per load	NA	NA	2 bp	–
Lion	Wild Game	420 lbs.	300 sp	–
Lock	Iron	1 lb.	20 cp	–
Lodestone	NA	1/4 lb.	30 cp	Points magnetic north
Lumber, 10 board feet	Lumber	3 lbs.	1 cp	2 bp to reseller
Lumber, 1 cord (1,300 board feet)	Lumber	4,000 lbs.	1,300 cp	1 acre's worth (1 lumberjack can produce 1 cord every 4 days)

Item	Demand Value Category	Weight	Cost	Notes
Magnifying glass	NA	4 oz.	48 cp	–
Manacles	Iron	6 lbs.	12 cp	–
Meat, butchered (1 pound)	Livestock	1 lb.	2 cp	1 cp to reseller
Messenger (in city, per message)	NA	NA	1 cp	–
Messenger (to other city, per mile)	NA	NA	1 bp	–
Mess Kit	Lumber	1 lb.	8 cp	–
Millstone	Stone	50 lbs.	750 cp	–
Mirror, steel	Iron	1/2 lb.	16 cp	–
Mule	Livestock	700 lbs.	72 cp	–
Nails, 1 pound	Iron	1 lb.	3 cp	–
Oil, flask	Hides	1 lb.	2 bp	–
Olive oil, 1 gallon	Agriculture	8 lbs.	4 cp	2 cp to reseller
Oxen	Livestock	1,000 lbs.	25 sp	–
Paper (one sheet)	Lumber	NA	1 cp	–
Parchment (one sheet)	Hides	NA	2 bp	–
Pasture, rental	NA	NA	5 sp	Per year
Peacock	Livestock	10 lbs.	1 sp	–
Pegasus	Exotic Animal	850 lbs.	65,000 sp	–
Perfume, vial	NA	30 grams	24 cp	–
Pick, miner's	Iron, Lumber	10 lbs.	8 cp	–
Pig	Livestock	80 lbs.	80 cp	–
Piton	Iron	1/4 lb.	1 cp	–
Platinum, 1 pound	Platinum	1 lb.	100 pp	Platinum dragons weigh 4.5 grams
Plough	Iron	16 lbs.	24 cp	–
Poison, basic (vial)	NA	5 grams	6 cp	–
Pole, 10-foot	Iron	7 lbs.	7 cp	–
Pot, iron	Iron	10 lbs.	7 cp	–
Pouch	Agriculture	1 lb.	3 bp	–
Prostitute	NA	NA	4 cp	Per 30 minutes
Public bath	NA	NA	1 bp	Per person, 1 use
Quiver	Agriculture, Hides	1 lb.	6 bp	–
Ram, portable	Iron, Lumber	35 lbs.	48 cp	–

Item	Demand Value Category	Weight	Cost	Notes
Rations, 1 day	Agriculture, Livestock	2 lbs.	1 cp, 2 bp	10 cp, 2 bp for 1 week's worth
Rice, 1 pound	Agriculture	1 lb.	3 bp	1 bp to reseller
Robes	Agriculture	4 lbs.	6 bp	–
Rope, hemp (50 feet)	Agriculture	10 lbs.	5 bp	–
Rope, silk (50 feet)	Silk	5 lbs.	24 cp	–
Sack	Agriculture	1/2 lb.	1 bp	–
Saddle	Hides	25 lbs.	24 cp	–
Saddlebags	Hides	8 lbs.	12 cp	–
Salt, 1 pound	Salt	1 lb.	2 bp	–
Sandals	Agriculture, Lumber	1 lb.	3 bp	–
Sash	Agriculture	1/4 lb.	1 bp	–
Scales, merchant's	Iron	3 lbs.	24 cp	–
Sealing Wax, 1 stick/cake	Wax	15 grams	2 bp	–
Sheath, knife or dagger	Hides	1/4 lb.	1 cp	–
Sheath, sword	Hides	1 lb.	2 cp	–
Sheep	Livestock	25 lbs.	50 cp	–
Shoes, common	Agriculture	1/2 lb.	6 bp	–
Shoes, gentry	Agriculture, Hides	1 lb.	10 bp	–
Shovel	Iron, Lumber	5 lbs.	6 cp	–
Signal whistle	Iron	NA	3 bp	–
Signet ring	Iron	NA	2 sp	–
Silk, bolt	Silk	10 lbs.	80 cp	22 inches wide, 44 feet long
Silver, 1 pound	Silver	1 lb.	100 sp	Silver consuls weigh 45 grams
Silverware set	Silver	1/2 lb.	55 sp	–
Slave, educated	Slave	NA	15,000 cp	7,000 cp to a slave trader
Slave, eunuch	Slave	NA	10,000 cp	5,000 cp to a slave trader
Slave, gladiator	Slave	NA	25,000 cp	12,000 cp to a slave trader
Slave, laborer	Slave	NA	5,000 cp	2,000 cp to a slave trader
Slave, pleasure (experienced)	Slave	NA	10,000 cp	5,000 cp to a slave trader
Slave, pleasure (virgin)	Slave	NA	30,000 cp	15,000 cp to a slave trader
Soap	NA	NA	1 bp	–



Item	Demand Value Category	Weight	Cost	Notes
Spellbook, empty	Hides, Lumber	3 lbs.	115 cp	–
Spices, 1 ounce	Spices	1 oz.	50 cp	25 cp to reseller
Spikes, iron (10)	Iron	5 lbs.	2 cp	–
Spyglass	Iron	1 lb.	72 cp	–
Stakes (3) plus mallet	Iron, Lumber	5 lbs.	1 cp	–
Sugar, loaf (1 pound)	Agriculture	1 lb.	4 cp	2 cp to reseller
Surcoat	Agriculture	3 lbs.	10 bp	–
Tabard	Agriculture	2 lbs.	1 cp	–
Tavern/inn, rent	NA	NA	10 gp	1 year rent to run your own inn
Teacher, private lesson	NA	NA	20 sp	Per month, 3 hours a day, 5 days a week
Teamster, with wagon	NA	NA	2 bp	Per day
Tent, two-person	Agriculture	20 lbs.	5 cp	–
Thieves' tools	Iron	1/4 lb.	12 cp	–
Tiger	Wild Game	500 lbs.	400 sp	–
Tinderbox	Lumber	1 lb.	6 bp	–
Toga, silk	Silk	5 lbs.	144 cp	–
Toga, silk, purple	Silk	5 lbs.	3 gp	–
Torch	Lumber	1 lb.	1 bp	–
Tunic, craftsman	Agriculture	4 lbs.	2 cp	–
Tunic, furred	Agriculture, Hides	5 lbs.	3 cp	–
Tunic, peasant	Agriculture	4 lbs.	1 cp	–
Unicorn	Exotic Animal	750 lbs.	40,000 sp	–
University, academic	NA	NA	100 sp	Per year
University, arcane	NA	NA	300 sp	Per year
Vial	NA	4 grams	1 cp	–
Wagon	Iron, Lumber	400 lbs.	60 cp	–
Walnuts, 1 pound	Agriculture	1 lb.	2 cp	1 cp to reseller
Warehouse, rent	NA	NA	4 gp	Per year
Waterskin	Hides	5 lbs. (when full)	2 bp	–
Whetstone	Stone	1 lb.	3 bp	–
Wine, 1 gallon	Agriculture	8 lbs.	3 cp	–
Wolfsbane (1 bunch)	NA	1/2 lb.	1 sp	–

DESCRIPTIONS

Item descriptions are not included in this rulebook, as their game mechanics and descriptions are covered elsewhere in the *Old-School Essentials* line and in other editions of *Dungeons & Dragons*. For items that do not have exact descriptions, a quick online search can usually provide the information you are looking for.

FOOD, DRINK & LODGING

Below are common prices for typical roadside inns and city taverns.

ITEM	COST
Drink, cheap	2 bp
Drink, expensive	1 cp
Meal, single	1 cp
Meal, day	4 cp
Room, 1 night (private)	3 cp
Room, 1 night (shared)	1 cp

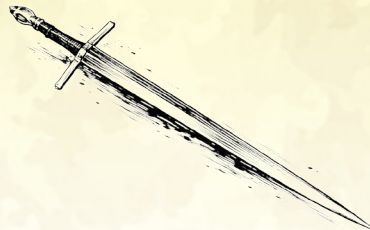


WEAPONS & ARMOR

The following section expands upon the weapons and armor presented in *Old-School Essentials Advanced Fantasy: Player's Guide*. While some mechanics may overlap with existing entries, the additional variety is intended to provide more flavorful customization options for player characters. The Category entry indicates the weapon or armor type used to determine proficiency, corresponding to the limited selections in *Old-School Essentials*. The Nation entry identifies the regions where each item is primarily manufactured; in these nations, the item has a DV of 0, while in all other regions the DV is increased by +1.

BASTARD SWORD

- **Cost:** 120 cp
- **Damage:** 1d8 (one handed), 2d4 (two handed)
- **Qualities:** Melee, One- or Two-handed
- **Category:** Sword
- **Nations:** Keln, Principality of Arlence



BATTLE AXE

- **Cost:** 60 cp
- **Damage:** 1d8
- **Qualities:** Melee, Slow, Two-handed
- **Category:** Battle axe
- **Nations:** Keln, Halls of Throle, Land of the Thanen, Mauretania, Nordvanir, Principality of Arlence



BO STAFF

- **Cost:** 2 cp
 - **Damage:** 1d4
 - **Qualities:** Blunt, Melee, Monk, Two-handed
 - **Category:** Staff
 - **Nations:** Ka-Li
- Monks may use this weapon as if fighting with two weapons.



BROADSWORD (ONE-HANDED)

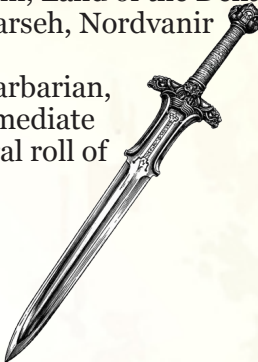
- **Cost:** 80 cp
- **Damage:** 1d8
- **Qualities:** Melee
- **Category:** Sword
- **Nations:** Keln, Land of the Denaari, Land of the Thanes, Narseh, Nordvanir



BROADSWORD (TWO-HANDED)

- **Cost:** 150 cp
- **Damage:** 1d10
- **Qualities:** Melee, Slow, Two-handed
- **Category:** Two-handed sword
- **Nations:** Keln, Land of the Denaari, Land of the Thanes, Narseh, Nordvanir

If wielded by a barbarian, gain an extra immediate attack on a natural roll of 19.



CHAKRAM

- **Cost:** 50 cp
- **Damage:** 1d4
- **Qualities:** Melee, Missile (5'-50' / 51'-100' / 101'-150'), Monk
- **Category:** Dagger
- **Nations:** Ka-Li



CICADA "WING SWORD"

- **Cost:** 125 cp
- **Damage:** 1d6
- **Qualities:** Melee, Monk, Slow*, Two-handed
- **Category:** Two-handed sword
- **Nations:** Ka-Li

*Not slow in the hands of a monk; monks may use this sword as if fighting with two weapons.



CLAYMORE

- **Cost:** 190 cp
- **Damage:** 1d10
- **Qualities:** Melee, Slow, Two-handed
- **Category:** Two-handed sword
- **Nations:** Keln

If *specialized* by a fighter, then the damage die becomes exploding; i.e., on a roll of 10, roll again and add to the sum.



CLUB

- **Cost:** 1 cp
- **Damage:** 1d4
- **Qualities:** Blunt, Melee
- **Category:** Club
- **Nations:** All



CROSSBOW

- ▶ **Cost:** 100 cp (5 cp for 10 bolts)
- ▶ **Damage:** 1d6
- ▶ **Qualities:** Missile (5'–80' / 81'–160' / 161'–240'), Reload, Slow, Two-handed
- ▶ **Category:** Crossbow
- ▶ **Nations:** Ecabatana, Massai, Narseh, Ka-Li, Karth, Keln, Principality of Arlence, Thessadonia



DHA

- ▶ **Cost:** 80 cp
- ▶ **Damage:** 1d8
- ▶ **Qualities:** Melee
- ▶ **Category:** Sword
- ▶ **Nations:** Ka-Li



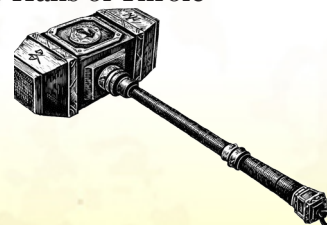
DA-DAO

- ▶ **Cost:** 150 cp
- ▶ **Damage:** 1d10
- ▶ **Qualities:** Melee, Slow
- ▶ **Category:** Sword
- ▶ **Nations:** Ka-Li



DWARVEN WARHAMMER

- ▶ **Cost:** 180 cp
- ▶ **Damage:** 1d8
- ▶ **Qualities:** Blunt, Melee
- ▶ **Category:** War hammer
- ▶ **Nations:** Halls of Throle



DAGGER / KNIFE / DIRK

- ▶ **Cost:** 6 cp
- ▶ **Damage:** 1d4
- ▶ **Qualities:** Melee, Missile (5'–10' / 11'–20' / 21'–30')
- ▶ **Category:** Dagger
- ▶ **Nations:** All



FALCATA

- ▶ **Cost:** 80 cp
- ▶ **Damage:** 1d8
- ▶ **Qualities:** Melee
- ▶ **Category:** Sword
- ▶ **Nations:** Land of the Thanes, Lusatania, Mauretania, Narseh





FALX

- **Cost:** 140 cp
- **Damage:** 1d8 (one handed), 2d4 (two handed)
- **Qualities:** Melee, One- or Two-handed
- **Category:** Sword
- **Nations:** Narseh



FLAIL

- **Cost:** 65 cp
- **Damage:** 1d6
- **Qualities:** Blunt, Melee, Slow*
- **Category:** Mace
- **Nations:** Keln, Land of the Thanes, Narseh, Principality of Arlence

*Ignores 1 AC bonus from shields



GLADIUS

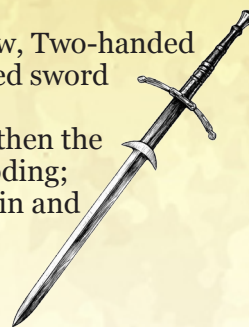
- **Cost:** 50 cp
- **Damage:** 1d6
- **Qualities:** Melee
- **Category:** Short sword
- **Nations:** Karth, Mauretania



GREATSWORD

- **Cost:** 190 cp
- **Damage:** 1d10
- **Qualities:** Melee, Slow, Two-handed
- **Category:** Two-handed sword
- **Nations:** Keln

If *specialized* by a fighter, then the damage die becomes exploding; i.e., on a roll of 10, roll again and add to the sum.



HAND AXE

- **Cost:** 5 cp
- **Damage:** 1d6
- **Qualities:** Melee, Missile (5'-10' / 11'-20' / 21'-30')
- **Category:** Hand axe
- **Nations:** All



HOOK SWORDS

- **Cost:** 150 cp (each)
- **Damage:** 1d4
- **Qualities:** Melee, Monk*
- **Category:** Sword
- **Nations:** Ka-Li

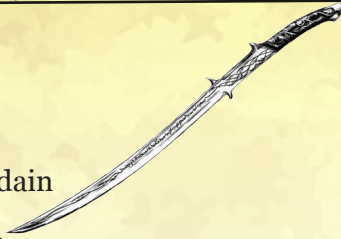
*Monks may fight with two. Hook swords are designed to enable control, trapping, and manipulation, not just cutting. When a monk wields hook swords, humanoid opponents suffer a -1 penalty to melee attack rolls.



HYANDA ELVEN SWORD

- **Cost:** 200 cp
- **Damage:** 1d8
- **Qualities:** Melee
- **Category:** Sword
- **Nations:** Vala Aedain

Elves and half-elves receive a +1 to their initiative when wielding this sword.



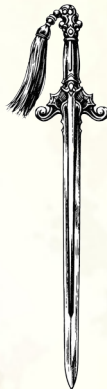
JAVELIN

- **Cost:** 2 cp
- **Damage:** 1d4
- **Qualities:** Missile (5'-30' / 31'-60' / 61'-90')
- **Category:** Javelin
- **Nations:** All



JIAN

- **Cost:** 90 cp
- **Damage:** 1d8
- **Qualities:** Melee
- **Category:** Sword
- **Nations:** Ka-Li



KA-LI WAR AXE

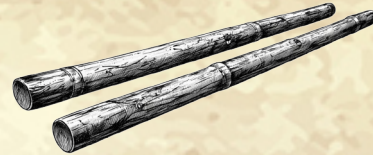
- **Cost:** 10 cp
- **Damage:** 1d4+2
- **Qualities:** Melee
- **Category:** Hand axe
- **Nations:** Ka-Li



KA-LI STICK

- **Cost:** 1 cp (each)
- **Damage:** 1d4
- **Qualities:** Blunt, Melee, Monk*
- **Category:** Club
- **Nations:** Ka-Li

Monks may fight with two. While wielding Ka-Li sticks, the monk retains their normal unarmed extra attacks per round.



KATANA

- **Cost:** 100 cp
- **Damage:** 1d8 (one handed), 2d4 (two handed) or 1d10 (two handed wielded by a ninja or samurai)
- **Qualities:** Melee, Ninja, One- or Two-handed
- **Category:** Sword
- **Nations:** Ka-Li



KHOPESH

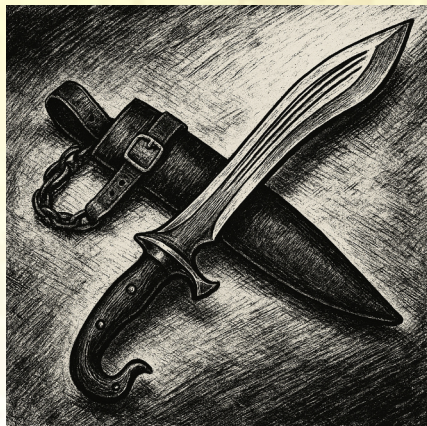
- **Cost:** 65 cp
- **Damage:** 1d6
- **Qualities:** Melee
- **Category:** Short sword
- **Nations:** Pharos





KOPIS

- **Cost:** 75 cp
- **Damage:** 1d8
- **Qualities:** Melee
- **Category:** Sword
- **Nations:** Massai, Pharos, Thessadonia



KUSARI GAMA

- **Cost:** 100 cp
- **Damage:** 1d4
- **Qualities:** Melee, Ninja
- **Category:** Hand axe
- **Nations:** Ka-Li

Ninja can use the chain to disarm opponents by making a successful melee attack.



KYOKETSU SHOGE

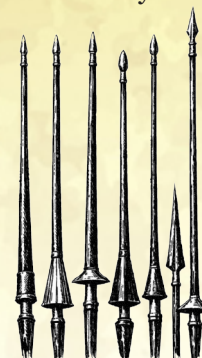
- **Cost:** 90 cp
- **Damage:** 1d4
- **Qualities:** Melee, Ninja
- **Category:** Dagger
- **Nations:** Ka-Li

Requires proficiency to use, except for ninja. Ninja can attack from 10 feet.



LANCE

- **Cost:** 20 cp
- **Damage:** 1d6 or 1d8 when wielded by knights
- **Qualities:** Charge, Melee
- **Category:** Lance
- **Nations:** Keln, Nethia



LIUYEDAO "WILLOW LEAF"

- **Cost:** 85 cp
- **Damage:** 1d6
- **Qualities:** Melee
- **Category:** Sword
- **Nations:** Ka-Li



LONG BOW

- **Cost:** 35 cp (4 cp for 10 arrows)
- **Damage:** 1d6
- **Qualities:** Missile (5'-70' / 71'-140' / 141'-210'), Ninja, Two-handed
- **Category:** Long bow
- **Nations:** Ka-Li, Keln, Nordvanir, Principality of Arlence, Vala Aedain



LONGSWORD

- **Cost:** 120 cp
- **Damage:** 1d10
- **Qualities:** Melee, Two-handed
- **Category:** Two-handed sword
- **Nations:** Keln, Nordvanir, Principality of Arlence

Despite longstanding RPG conventions, the longsword is a two-handed sword, but faster than a greatsword or claymore.



MACE

- **Cost:** 45 cp
- **Damage:** 1d6
- **Qualities:** Blunt, Melee
- **Category:** Mace
- **Nations:** Ecabatana, Keln, Lands of Axumar, Land of the Thanes, Narseh, Nethia, Nordvanir, Pharos, Principality of Arlence, Shireland



MAIN GAUCHE

- **Cost:** 10 cp
- **Damage:** 1d4
- **Qualities:** Melee
- **Category:** Dagger
- **Nations:** Principality of Arlence

If proficient, a character parrying gains an extra +1 to AC.



MBUUN

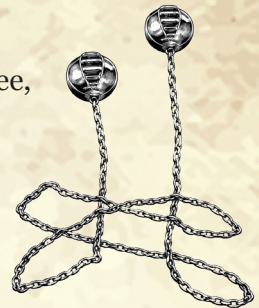
- **Cost:** 20 cp
- **Damage:** 1d6
- **Qualities:** Melee
- **Category:** Sword
- **Nations:** Lands of Axumar



METEOR HAMMER

- **Cost:** 90 cp
- **Damage:** 1d6
- **Qualities:** Blunt, Melee, Monk*
- **Category:** NA
- **Nations:** Ka-Li

Must be proficient to use, except for monks. Monks can attack from 10 feet.



NEKODE

- **Cost:** 8 cp per pair
- **Damage:** 1d3
- **Qualities:** Melee, Ninja
- **Category:** NA
- **Nations:** Ka-Li



Adds +2 bonus to a DEX check when climbing. Classes with the climb sheer surfaces gain a +5% bonus.

NINJA-TO

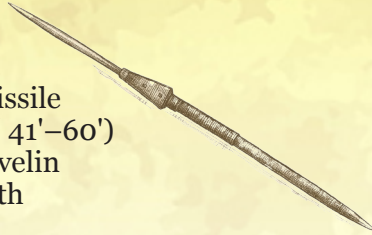
- **Cost:** 80 cp
- **Damage:** 1d6
- **Qualities:** Melee, Ninja
- **Category:** Short sword
- **Nations:** Ka-Li





PILUM

- **Cost:** 7 cp
- **Damage:** 1d4
- **Qualities:** Missile
(5'-20' / 21'-40' / 41'-60')
- **Category:** Javelin
- **Nations:** Karth



If an attack at a target with a wooden shield misses, there is a 50% chance it sticks in the shield. The shield is useless until the opponent spends an action to remove the pilum. Pila are designed to be unusable after one throw through bending at the base of the iron shank.

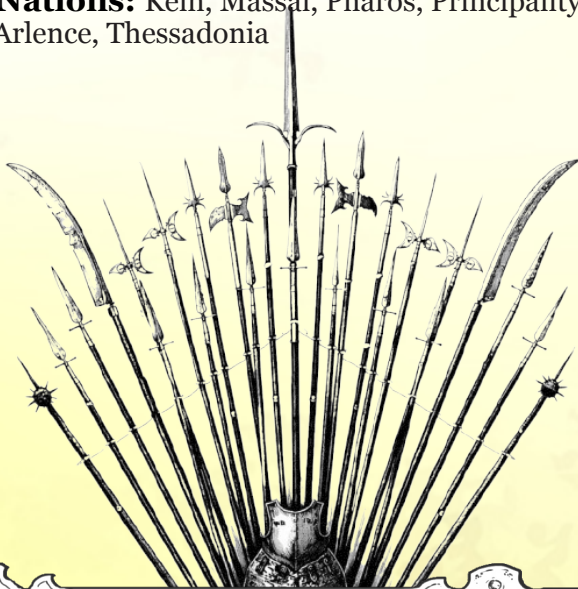
PLUMBATA

- **Cost:** 3 cp
- **Damage:** 1d4
- **Qualities:** Missile
(5'-25' / 26'-50' / 51'-75')
- **Category:** Javelin
- **Nations:** Karth



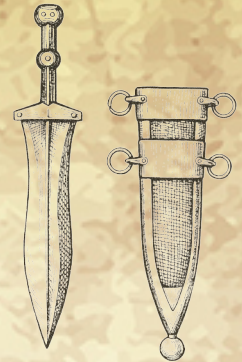
POLE ARM

- **Cost:** 25 cp
- **Damage:** 1d10
- **Qualities:** Brace, Melee, Slow, Two-handed
- **Category:** Pole arm
- **Nations:** Keln, Massai, Pharos, Principality of Arlence, Thessadonia



PUGIO

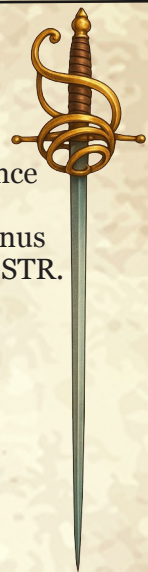
- **Cost:** 8 cp
- **Damage:** 1d3+1
- **Qualities:** Melee
- **Category:** Dagger
- **Nations:** Karth



RAPIER

- **Cost:** 100 cp
- **Damage:** 1d6
- **Qualities:** Melee
- **Category:** Sword
- **Nations:** Principality of Arlence

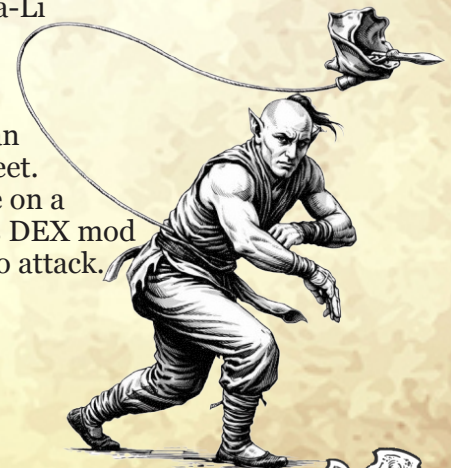
Characters may add their DEX bonus to attack and damage rather than STR.



ROPE DART

- **Cost:** 20 cp
- **Damage:** 1d4
- **Qualities:** Melee, Monk*
- **Category:** NA
- **Nations:** Ka-Li

*Must be proficient or a monk. Monks can attack from 10 feet. Does $\times 3$ damage on a natural 20. Uses DEX mod instead of STR to attack.





SABER

- ▶ **Cost:** 70 cp
- ▶ **Damage:** 1d6
- ▶ **Qualities:** Charge, Melee
- ▶ **Category:** Sword
- ▶ **Nations:** Principality of Arlence



SEGMENTED SWORD

- ▶ **Cost:** 110 cp
- ▶ **Damage:** 1d4
- ▶ **Qualities:** Melee
- ▶ **Category:** Sword
- ▶ **Nations:** Ka-Li

Must be proficient to use. Ignores 1 AC bonus from shields.



SAI

- ▶ **Cost:** 5 cp (10 cp matching pair)
- ▶ **Damage:** 1d4
- ▶ **Qualities:** Blunt, Melee, Monk, Ninja
- ▶ **Category:** Dagger
- ▶ **Nations:** Ka-Li

Monks and ninja may fight with two. A proficient character (or a monk or ninja) parrying gains an extra +1 to AC.



SHORT SWORD

- ▶ **Cost:** 50 cp
- ▶ **Damage:** 1d6
- ▶ **Qualities:** Melee
- ▶ **Category:** Short sword
- ▶ **Nations:** All



SCIMITAR

- ▶ **Cost:** 70 cp
- ▶ **Damage:** 1d8
- ▶ **Qualities:** Melee
- ▶ **Category:** Sword
- ▶ **Nations:** Ecabatana, Nethia



SHORT BOW

- ▶ **Cost:** 25 cp (3 cp for 10 arrows)
- ▶ **Damage:** 1d6
- ▶ **Qualities:** Missile (5'-50' / 51'-100' / 101'-150'), Ninja, Two-handed
- ▶ **Category:** Short bow
- ▶ **Nations:** All (except Undersea)





SHOTEL

- **Cost:** 75 cp
- **Damage:** 1d8
- **Qualities:** Melee
- **Category:** Short sword
- **Nations:** Lands of Axumar



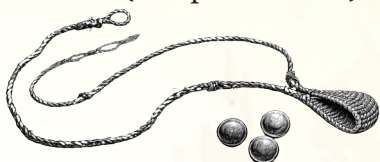
SICKLE SWORD

- **Cost:** 65 cp
- **Damage:** 1d6
- **Qualities:** Melee
- **Category:** Sword
- **Nations:** Lands of Axumar



SLING

- **Cost:** 1 cp
- **Damage:** 1d4
- **Qualities:** Blunt, Missile (5'-40' / 41'-80' / 81'-160')
- **Category:** Sling
- **Nations:** All (except Undersea)



SPATHA

- **Cost:** 80 cp
- **Damage:** 1d8
- **Qualities:** Melee
- **Category:** Sword
- **Nations:** Karth, Land of the Thanes



SHURIKEN

- **Cost:** 4 cp for 5 shuriken
 - **Damage:** 1d4
 - **Qualities:** Missile (5'-10' / 11'-20' / 21'-30'), Ninja
 - **Category:** NA
 - **Nations:** Ka-Li
- Ninja deal double damage on a natural 19 or 20.



SPEAR

- **Cost:** 2 cp
- **Damage:** 1d6
- **Qualities:** Brace, Melee, Missile (5'-20' / 21'-40' / 41'-60')
- **Category:** Spear
- **Nations:** All





STAFF

- **Cost:** 1 cp
- **Damage:** 1d4
- **Qualities:** Blunt, Melee, Slow, Two-handed
- **Category:** Staff
- **Nations:** All (except Undersea)



TALWAR

- **Cost:** 70 cp
- **Damage:** 1d4+2
- **Qualities:** Melee
- **Category:** Sword
- **Nations:** Nethia



TESSEN

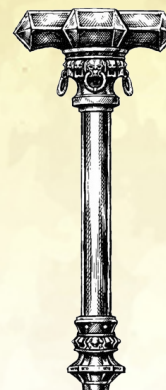
- **Cost:** 12 cp
- **Damage:** 1d3
- **Qualities:** Melee
- **Category:** NA
- **Nations:** Ka-Li

Grants samurai a +1 bonus to AC.



TIE CHUI

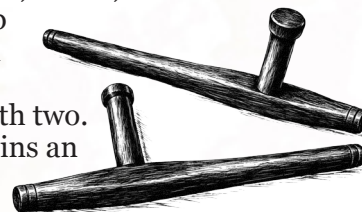
- **Cost:** 50 cp
- **Damage:** 1d8
- **Qualities:** Blunt, Melee, Slow, Two-handed
- **Category:** War hammer
- **Nations:** Ka-Li



TONFA

- **Cost:** 4 cp (each)
- **Damage:** 1d4
- **Qualities:** Blunt, Melee, Monk
- **Category:** Club
- **Nations:** Ka-Li

Monks may fight with two. A monk parrying gains an extra +1 to AC.



TRIDENT

- **Cost:** 8 cp
- **Damage:** 1d6+1
- **Qualities:** Melee
- **Category:** Spear
- **Nations:** Karth, Undersea



WAKIZASHI

- **Cost:** 60 cp
- **Damage:** 1d6
- **Qualities:** Melee
- **Category:** Short sword
- **Nations:** Ka-Li



WAR HAMMER

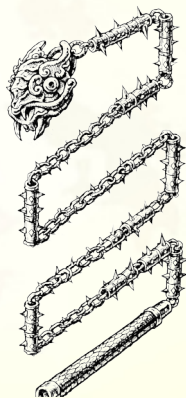
- **Cost:** 50 cp
- **Damage:** 1d6
- **Qualities:** Blunt, Melee
- **Category:** War hammer
- **Nations:** Keln



WHIP CHAIN

- **Cost:** 65 cp
- **Damage:** 1d6
- **Qualities:** Blunt, Melee
- **Category:** NA
- **Nations:** Ka-Li

Must be proficient. Can attack from 10 feet.



XIPHOS

- **Cost:** 50 cp
- **Damage:** 1d6
- **Qualities:** Melee
- **Category:** Short sword
- **Nations:** Massai, Pharos, Thessadonia



YUE FU

- **Cost:** 18 cp
- **Damage:** 1d8
- **Qualities:** Melee, Slow, Two-handed
- **Category:** Battle axe
- **Nations:** Ka-Li



ZHIBEDAO

- **Cost:** 80 cp
- **Damage:** 1d8
- **Qualities:** Melee
- **Category:** Sword
- **Nations:** Ka-Li





BREAST PLATE

- **Cost:** 180 cp
- **Category:** Plate mail
- **Nations:** Keln, Land of the Thanes, Principality of Arlence, Shireland



BRIGANDINE

- **Cost:** 220 cp
- **Category:** Leather
- **Nations:** Keln, Principality of Arlence



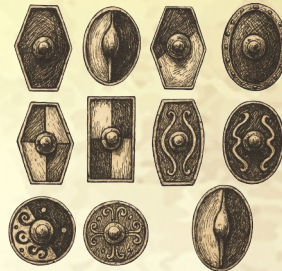
BUCKLER

- **Cost:** 8 cp
- **Category:** Shield
- **Nations:** Principality of Arlence



DENAARI SHIELD

- **Cost:** 20 cp
- **Category:** Shield
- **Nations:** Lands of the Denaari



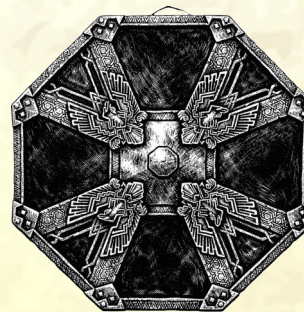
DO-MARU

- **Cost:** 160 cp
- **Category:** Leather
- **Nations:** Ka-Li



DWARF SHIELD

- **Cost:** 40 cp
- **Category:** Shield
- **Nations:** The Halls of Throle



+3 AC to shorter humanoids, such as dwarves, halflings, goblins, etc.

ELVEN SHIELD

- **Cost:** 45 cp
- **Category:** Shield
- **Nations:** Vala Aedain



ARMOR

+3

AC

Cannot be used by shorter humanoids, such as dwarves, halflings, gnomes, etc.

FULL PLATE

- **Cost:** 400 cp
- **Category:** Plate mail
- **Nations:** Keln, Narseh, Nethia, Principality of Arlence

Cannot add DEX bonus to AC.



ARMOR

2

AC

HAIRDATE & HARMAKI

- **Cost:** 40 cp
- **Category:** Leather
- **Nations:** Ka-Li



ARMOR

1

AC

HALF PLATE

- **Cost:** 300 cp
- **Category:** Plate mail
- **Nations:** Keln, Narseh, Nethia, Principality of Arlence, Shireland



ARMOR

3

AC

Max DEX bonus to AC of +1.

HOPLON

- **Cost:** 30 cp
- **Category:** Shield
- **Nations:** Massai, Narseh, Pharos, Thessadonia



ARMOR

+2

AC

LAMELLAR

- **Cost:** 160 cp
- **Category:** Chainmail
- **Nations:** All

ARMOR

6

AC



KITE SHIELD

- **Cost:** 45 cp
- **Category:** Shield
- **Nations:** Keln



ARMOR

+3

AC

Cannot be used by shorter humanoid, such as dwarves, halflings, gnomes, etc.

LEATHER

- **Cost:** 30 cp
- **Category:** Leather
- **Nations:** All



ARMOR

7

AC

LINOTHORAX

- **Cost:** 25 cp
- **Category:** Leather
- **Nations:** Massai, Thessadonia



ARMOR

7

AC

LORICA HAMATA

- **Cost:** 120 cp
- **Category:** Chainmail
- **Nations:** Karth



LORICA SQUAMATA

- **Cost:** 140 cp
- **Category:** Chainmail
- **Nations:** Karth



MAIL

- **Cost:** 120 cp
- **Category:** Chainmail
- **Nations:** Halls of Throle, Keln, Lands of the Denaari, Land of the Thanes, Narseh, Nethia, Nordvanir, Shireland



MITHRAL SUIT

- **Cost:** 15,000 cp
- **Category:** ANY
- **Nations:** NA



MUSCLE CUIRASS

- **Cost:** 110 cp
- **Category:** Plate mail
- **Nations:** Massai, Pharos, Thessadonia



OVAL SHIELD

- **Cost:** 25 cp
- **Category:** Shield
- **Nations:** Ecabatana, Nethia



PADDED ARMOR

- **Cost:** 20 cp
- **Category:** Leather
- **Nations:** All



ROUND SHIELD

- **Cost:** 20 cp
- **Category:** Shield
- **Nations:** Ecabatana, Lands of Axumar, Land of the Sakaethyn, Mauretania, Narseh, Lusatania, Nethia, Nordvanir



PHIZAJIA

- **Cost:** 160 cp
- **Category:** Leather
- **Nations:** Ka-Li



SCALE ARMOR

- **Cost:** 140 cp
- **Category:** Chainmail
- **Nations:** Ecabatana, Nethia



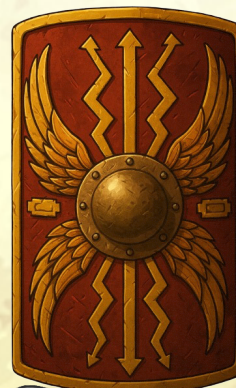
RATTAN SHIELD

- **Cost:** 12 cp
- **Category:** Shield
- **Nations:** Ka-Li



SCUTUM

- **Cost:** 45 cp
 - **Category:** Shield
 - **Nations:** Karth
- Cannot be used by shorter humanoids, such as dwarves, halflings, gnomes, etc.



SPIKE SHIELD

- **Cost:** 25 cp
- **Category:** Shield
- **Nations:** Ecabatana, Narseh, Nethia



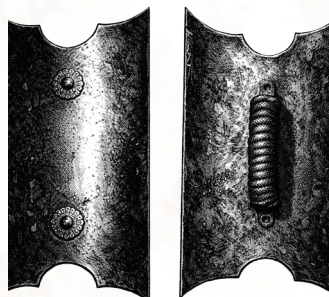
ARMOR



The spike shield can be used to melee attack for 1d4 damage.

TEDATE

- **Cost:** 10 cp
- **Category:** Shield
- **Nations:** Ka-Li



ARMOR



CORAL ARMOR & SHIELDS

The intelligent peoples of the undersea realms, including tritons, merfolk, and other aquatic cultures, do not forge armor from iron or steel. Instead, they craft protective gear from materials native to the deep oceans: living and fossilized coral, hardened kelp fibers, shell plating, chitin, bone, and magically treated sea-growths.

Coral armor is functionally equivalent to surface armor in form and purpose. Each type of coral armor directly corresponds to an existing armor or shield category in the **Middle Sea**. The same armor types, costs, and availability apply. A coral breastplate corresponds to a surface breastplate, coral mail corresponds to mail, coral shields correspond to wooden or metal shields, and so on.

However, coral armor is optimized for the undersea environment rather than land combat. Because coral, shell, and kelp composites are lighter, more flexible, and less dense than metal, coral armor is slightly less protective than its surface equivalent.

Coral armor and coral shields use the same cost and category as their surface equivalents. Reduce the armor's effectiveness by 1 point of AC protection. Armor with AC 7 becomes AC 8. Armor with AC 5 becomes AC 6, and so on.

Shields reduce AC by 1 less point than normal. A +3 shield becomes +2. A +2 shield becomes +1. A coral shield can never provide less than a +1 bonus. (Remember that in OSE terms, a shield bonus lowers AC, not raises it.)



WATER VESSELS

Ships are a major element in the **Middle Sea**. Travel, trade, and naval superiority all play key roles in maintaining dominance among the competing nations. Below are the most common ship types. Category denotes which ship stats from *Old-School Essential Classic Fantasy: Rules Tome*.

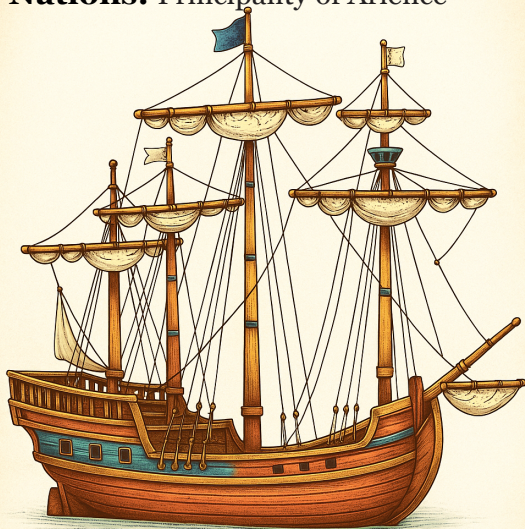
BIREME

- **Cost:** 550,000 cp
- **Category:** Galley (small)
- **Nations:** Ecabatana, Karth, Lusatania, Massai, Narseh, Pharos, Thessadonia



CARAVEL

- **Cost:** 440,000 cp
- **Category:** Sailing ship (small)
- **Nations:** Principality of Arlence



COASTER

- **Cost:** 270,000 cp
- **Category:** Sailing Ship (small)
- **Nations:** All seafaring nations



COG

- **Cost:** 600,000 cp
- **Category:** Sailing ship (medium)
- **Nations:** Keln, Nordvanir



DHOW

- **Cost:** 240,000 cp
- **Category:** Sailing ship (small)
- **Nations:** Ecabatana, Nethia



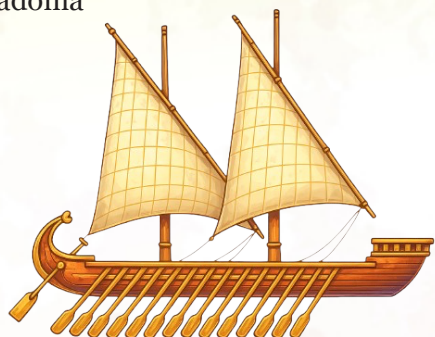
DRAKKAR

- **Cost:** 260,000 cp
- **Category:** Longship
- **Nations:** Nordvanir



DROMOND

- **Cost:** 1,080,000 cp
- **Category:** Galley (war)
- **Nations:** Karth, Massai, Narseh, Pharos, Thessadonia



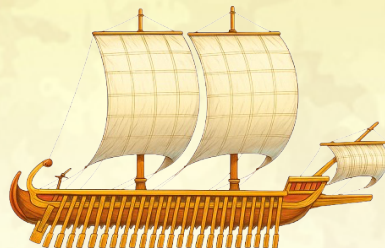
GALLEON

- **Cost:** 2,500,000 cp
- **Category:** Sailing ship (large)
- **Nations:** Keln, Principality of Arlence



GREAT GALLEY

- **Cost:** 2,300,000 cp
- **Category:** Galley (war)
- **Nations:** Principality of Arlence



JUNK

- **Cost:** 1,850,000 cp
- **Category:** Sailing ship (large)
- **Nations:** Ka-Li



KNARR

- **Cost:** 310,000 cp
- **Category:** Sailing ship (small)
- **Nations:** Keln, Nordvanir



PENTECONTER

- **Cost:** 200,000 cp
- **Category:** Galley (small)
- **Nations:** Karth, Massai, Narseh, Pharos, Thessadonia



QUINQUEREME

- **Cost:** 1,000,000 cp
- **Category:** Galley (war)
- **Nations:** Karth



TRIEME

- **Cost:** 550,000 cp
- **Category:** Galley (war)
- **Nations:** Karth, Narseh, Massai, Pharos, Thessadonia





MERCENARIES & STRONGHOLDS

This section builds on the mercenary and stronghold rules found in *Old-School Essentials Classic Fantasy: Rules Tome*. Refer to the relevant chapters there for full descriptions.



MERCENARIES

Type	Wage per Month					
	Human	Dwarf	Elf	Orc	Goblin	Dragonborn
Archer	300 cp	—	450 cp	225 cp	180 cp	360 cp
Archer, mounted	900 cp	—	1,350 cp	—	—	1,100 cp
Crossbowman	360 cp	450 cp	—	270 cp	—	—
Crossbowman, mounted	—	1,050 cp	—	—	—	—
Footman, light	240 cp	—	360 cp	180 cp	150 cp	—
Footman, heavy	360 cp	450 cp	540 cp	270 cp	—	—
Horseman, light	600 cp	—	900 cp	—	—	720 cp
Horseman, medium	900 cp	—	—	—	—	—
Horseman, heavy	1,200 cp	—	—	—	—	—
Longbowman	420 cp	—	630 cp	—	—	—
Peasant	120 cp	—	—	—	—	—
Wolfrider	—	—	—	—	500 cp	—

STRUCTURES AND STRONGHOLDS

This section expands upon the Structures chapter in *Old-School Essentials Advanced Fantasy: Player's Tome*. Where applicable, **Structure Points (SP)** have been added and function in the same manner as **Hull Points**.

Readers will note that many of the construction costs listed here fall well beyond the personal wealth even high-level characters are likely to accumulate through ordinary adventuring. This is intentional. In the **Middle Sea**, strongholds are not typically built from scratch using personal funds alone. Instead, higher-level characters are assumed to acquire existing structures (such as abandoned keeps, fortified estates, or ruined settlements) and restore, expand, or adapt them for their use.

Constructing new fortifications or major works generally requires access to sustained income, most often through the control and administration of a domain. Rules for domains, taxation, and long-term income are presented in a later chapter of this document.

Some stronghold additions and specialized facilities listed in the table below are described in greater detail in the following entries. Players are encouraged to design and plan their strongholds using the following free map-making tool:

<https://app.dungeonscrawl.com>



STRUCTURE PRICES

STRUCTURE	COST	STRUCTURE POINTS
ARMORY (BASIC)	6,000 cp	—
ARMORY (FANCY)	9,000 cp	—
ARROW SLIT	40 cp	—
ARTIFICER LAB (BASIC)	180,000 cp	—
ARTIFICER LAB (FANCY)	240,000 cp	—
AUDITORIUM (FANCY)	12,000 cp	—
AUDITORIUM (LUXURY)	21,600 cp	—



STRUCTURE PRICES

STRUCTURE	COST	STRUCTURE POINTS
BARBICAN, LARGE	4,500,000 cp	633
BARBICAN, MEDIUM	3,000,000 cp	450
BARBICAN, SMALL	2,500,000 cp	365
BARRACKS	6,000 cp	—
BATH (BASIC)	24,000 cp	—
BATH (FANCY)	36,000 cp	—
BATH (LUXURY)	60,000 cp	—
BASTION	900,000 cp	220
BEDROOM SUITE (BASIC)	3,000 cp	—
BEDROOM SUITE (FANCY)	4,800 cp	—
BEDROOM SUITE (LUXURY)	9,600 cp	—



STRUCTURE PRICES		
STRUCTURE	COST	STRUCTURE POINTS
CHAPEL (BASIC)	12,000 cp	—
CHAPEL (FANCY)	24,000 cp	—
CHAPEL (LUXURY)	36,000 cp	—
COMMON AREA (BASIC)	6,000 cp	—
COMMON AREA (FANCY)	9,600 cp	—
COURTYARD (BASIC)	7,200 cp	—
COURTYARD (FANCY)	9,000 cp	—
COURTYARD (LUXURY)	12,000 cp	—



STRUCTURE PRICES		
STRUCTURE	COST	STRUCTURE POINTS
DINING HALL (BASIC)	8,400 cp	—
DINING HALL (FANCY)	12,000 cp	—
DINING HALL (LUXURY)	24,000 cp	—
DITCH	20,000 cp	—
DOCKS (BASIC)	7,800 cp	—
DOCKS (DRY)	18,000 cp	—
DOCKS (EXTENDED)	12,000 cp	—
DOOR (IRON)	500 cp	25
DOOR (REINFORCED WOOD)	200 cp	15
DOOR (STONE)	450 cp	20
DOOR (WOOD)	80 cp	10
DRAWBRIDGE	15,00 cp	30





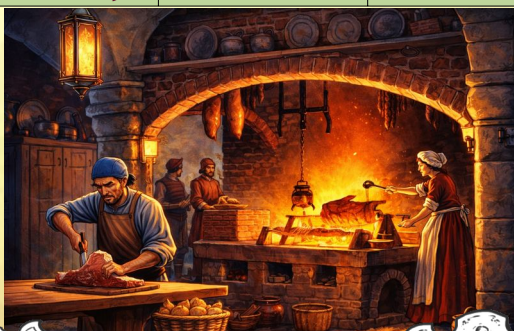
STRUCTURE PRICES

STRUCTURE	COST	STRUCTURE POINTS
FLOOR, STONE/TILE (10×10)	300 cp	—
FLOOR, WOOD (10×10)	120 cp	—
GATEHOUSE (SIMPLE)	650,000 cp	180
GATEKEEP, GRAND	8,500,000 cp	1,500
GATEKEEP, GREATER	3,800,000 cp	550
GATEKEEP, LESSER	2,800,000 cp	450
GUARDHOUSE	24,000 cp	120



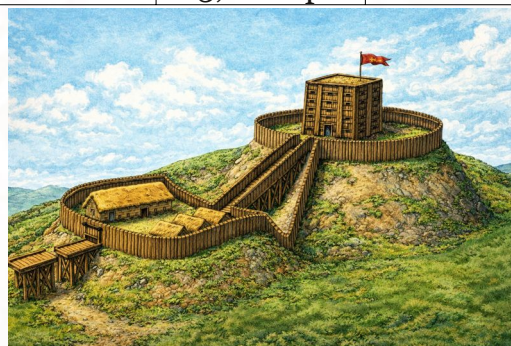
STRUCTURE PRICES

STRUCTURE	COST	STRUCTURE POINTS
KEEP	6,000,000 cp	600
KITCHEN (BASIC)	6,000 cp	—
KITCHEN (FANCY)	9,000 cp	—
KITCHEN (LUXURY)	12,000 cp	—
LIBRARY (BASIC)	60,000 cp	—
LIBRARY (FANCY)	120,000 cp	—
LIBRARY (LUXURY)	300,000 cp	—



STRUCTURE PRICES

STRUCTURE	COST	STRUCTURE POINTS
MAGIC LAB (BASIC)	150,000 cp	—
MAGIC LAB (FANCY)	420,000 cp	—
MOAT	50,000 cp	—
MOTTE	40,000 cp	50
PALISADE (SECTION)	25,000 cp	30
PRISON CELL	3,000 cp	—



STRUCTURE PRICES

STRUCTURE	COST	STRUCTURE POINTS
ROOF, TILE (10×10)	350 cp	—
ROOF, WOOD (10×10)	150 cp	—
SECRET DOOR / TRAP DOOR	50,000 cp	×5 normal cost
SERVANTS' QUARTERS	4,200 cp	—
SHIFTING WALL (10×10)	4,000 cp	—
SHOP (BASIC)	9,600 cp	—
SHOP (FANCY)	12,000 cp	—
SHOP (LUXURY)	18,000 cp	—







STRUCTURE PRICES		
STRUCTURE	COST	STRUCTURE POINTS
SMITHY (BASIC)	12,000 cp	—
SMITHY (FANCY)	18,000 cp	—
STABLES (BASIC)	2,400 cp	—
STABLES (FANCY)	3,600 cp	—
STABLES (LUXURY)	4,800 cp	—
STAIRS, STONE	450 cp	—
STAIRS, WOOD	180 cp	—
STONE BUILDING	5,000 cp	80
STONE WALL (SECTION)	500,000 cp	150
STONE WALL + GLACIS	675,000 cp	190
STONE WALL + HOARDING	600,000 cp	170
STONE WALL + MACHICOLATION	800,000 cp	210
STONE WALL + POSTERN	125,000 cp	60



STRUCTURE PRICES		
STRUCTURE	COST	STRUCTURE POINTS
WINDOW	40 cp	—
WINDOW BARS	150 cp	10
WINDOW SHUTTERS	60 cp	5
WOODEN BUILDING (HOUSE / SHOP)	2,000 cp	40
WOODEN WALL (REINFORCED)	40,000 cp	35

STRUCTURE PRICES		
STRUCTURE	COST	STRUCTURE POINTS
TAVERN / INN	80,000 cp	—
THRONE ROOM (BASIC)	50,000 cp	—
THRONE ROOM (LUXURY)	180,000 cp	—
TOWER, LARGE	2,400,000 cp	400
TOWER, MEDIUM	1,600,000 cp	300
TOWER, SMALL	450 cp	250
TORTURE CHAMBER	7,200 cp	—
TRAINING AREA, COMBAT	5,400 cp	—
TRAINING AREA, ROGUE	7,200 cp	—
TRAPDOOR, IRON	500 cp	—
TRAPDOOR, REINFORCED	240 cp	—
TRAPDOOR, STONE	450 cp	—
TRAPDOOR, WOOD	100 cp	—
TUNNEL / SUBTERRANEAN PASSAGE	40,000 cp	—



ACREAGE

Before constructing a stronghold, land must first be secured. If you purchase the required acreage (see the **Economy** chapter), you gain 1,742 five-foot squares on a standard 5-foot grid map.

This land includes not only the footprint of the stronghold itself, but also the surrounding grounds upon which walls, towers, outbuildings, roads, fields, and other structures may be constructed.



STRONGHOLD COMPONENTS

Below are descriptions of various stronghold components and the benefits they provide when installed. If they are not found below, see their descriptions in the *Old-School Essentials Advanced Fantasy: Player's Tome*.

ARTIFICER LABORATORY, BASIC

Benches cluttered with tools, gears, lenses, wires, molds, and half-assembled contraptions fill this room. Drawers contain nails, springs, screws, alchemical powders, clockwork parts, and replacement components. A forge, furnace, or heavy burner provides heat for smelting, shaping, and binding materials, while basins of water and oil line the walls for cooling and cleaning. The floor is stone or reinforced wood, scarred by dropped tools, scorch marks, and spilled reagents. Shelves and racks hold schematics, templates, and experimental devices in various states of completion.

► **Benefit:** An artificer working in this workshop gains +1 Gadget Point for 24 hours.

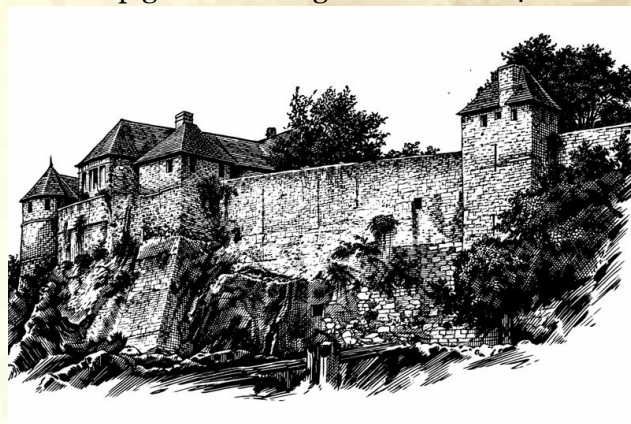
ARTIFICER LABORATORY, FANCY

This expanded workshop contains every tool found in a basic artificer's workshop, along with precision instruments, specialized molds,

advanced measuring devices, reinforced forges, and multiple furnaces calibrated for different materials. Distillation coils, pressure vessels, and experimental frameworks occupy much of the space. The walls are covered in schematics, mechanical diagrams, mathematical formulae, and partially erased calculations recording past successes and failures.

Dedicated stations allow multiple complex projects to be worked on simultaneously, while locked cabinets protect volatile components and rare materials.

► **Benefit:** An artificer working in this workshop gains +2 Gadget Points for 24 hours.



ARMORY, BASIC

Racks of weapons and armor line this simple room, with sufficient space to equip 25 soldiers (equipment not included; see the **Equipment** chapter). If greater capacity is required, this component may be constructed multiple times.

► **Benefit:** When the stronghold is attacked, any staff, retainers, or nearby peasants without a combat role may be issued arms from the armory and thereafter count as 0-level defenders (use **normal human** statistics with appropriate weapons and armor).

These defenders may only be used for the defense of the stronghold and are equipped only with gear supplied by the owner.

ARMORY, FANCY

Murals, banners, and artwork depicting glorious battles decorate the walls of this armory. As with the basic version, it contains racks sufficient to equip 25 soldiers, excluding equipment. Additional armories may be constructed as needed.

► **Benefit:** As the basic armory, except defenders raised from this armory gain a +1 bonus to attack rolls and a +1 bonus to Morale checks while defending the stronghold.

AUDITORIUM, FANCY

Though any great hall may host performances, an auditorium is specifically designed with acoustics, sightlines, and artistic presentation in mind. Up to 30 people may be seated here for a service, performance, or address. Additional auditoriums may be built to increase capacity.

► **Benefit:** Characters performing music, oratory, ritual speech, or similar activities here gain a +1 bonus to relevant rolls made with the audience. Bards receive a +2 bonus.

AUDITORIUM, FANCY

This lavish auditorium features plush, cushioned seating and a raised stage that can be repositioned or adjusted for theater, orchestra, or choir performances. Lighting, acoustics, and comfort are all of exceptional quality.

► **Benefit:** As the fancy auditorium, except the bonus to reaction rolls increases to +2. In addition, bards may roll 2d20, taking the higher of the two rolls.

BARBICAN

This chamber sits above a gate or gatehouse, usually within an exterior wall. Murder holes and arrow slits are built into the floor and walls, allowing guards to attack intruders passing through the confined space below. The area beneath the barbican is typically little more than a narrow passage, often containing a portcullis or heavy doors at one or both ends.

The barbican must be staffed by two guards at all times.

► **Benefit:** Guards stationed in the barbican gain a +2 bonus to Armor Class against attacks made by creatures passing below, and attackers suffer a -2 penalty to attack rolls against those guards.

BARRACKS

This open room contains up to ten simple wooden beds fitted with straw mattresses. A small footlocker sits at the end of each bed for personal belongings. A privy is included, though it need not be directly attached to the barracks.

Each barracks can house 10 soldiers (typically guards or men-at-arms). If additional capacity is required, this component may be constructed multiple times. (Some illustrated examples represent double-sized barracks, counting as two components.)

For higher-status occupants such as officers or specialists, bedroom components should be used instead.

► **Benefit:** A total of up to 25 soldiers may be housed across the stronghold. Non-combat staff may not reside in barracks.



BATH, BASIC

This plainly furnished room contains a simple wooden or metal tub, one or two chamber pots, and a few rough wooden benches for seating.

► **Benefit:** Once per day, a character who bathes here for at least one turn may recover 1 additional hit point beyond normal natural healing for that day.

BATH, FANCY

An improvement over the basic bath, this room

includes a large tub, a chamber pot concealed beneath a chair, and a dedicated means of disposal for waste (such as a chute, gutter, or underground channel). A fireplace allows water to be heated. Cabinets hold clean towels, and screens provide privacy. Padded benches offer comfortable seating, and grooming tools such as brushes and mirrors are provided.

► **Benefit:** Once per day, a character who bathes here for at least one turn may recover 2 additional hit points beyond normal natural healing for that day.

BATH, LUXURY

The height of bathing luxury, this room features a massive tub large enough for up to four people, heated by a large fireplace that warms both the water and the room. Upholstered chairs, thick towels, fine soaps and perfumes, and exquisitely crafted mirrors fill the space. Walls are decorated with fine art depicting idyllic scenes of leisure and bathing. Servants maintain the bath and assist its users.

► **Benefit:** Once per day, a character who bathes here for at least one turn may recover 2 additional hit points beyond normal natural healing for that day.



BEDROOM SUITE, BASIC

This master bedroom includes a walk-in closet and a privy. The furnishings are simple and rough: a straw bed on a low frame, two small chests of drawers, and a mirror hung on one wall. Bedclothes are made of coarse cotton, wool, or burlap, and the blanket is often a patchwork quilt

assembled from whatever materials were available. A pair of rough benches and a small table form a modest sitting area.

► **Benefit:** A character who sleeps here gains normal natural healing, and in addition recovers +1 extra hit point per night while resting in the stronghold.

BEDROOM SUITE, FANCY

This well-appointed master bedroom includes a spacious walk-in closet filled with fine clothing and a tastefully adorned privy. The bed rests on a carved wooden frame and features a cotton mattress. Sheets are of fine cloth, and blankets are wool. Two finely carved bureaus hold clothing, and a bell on each bedside table allows servants to be summoned. Upholstered benches and a small writing desk complete the room.

► **Benefit:** A character who sleeps here gains normal natural healing, and in addition recovers +2 extra hit points per night while resting in the stronghold.

BEDROOM SUITE, LUXURY

No expense was spared in creating this space. The walk-in closet includes shelves for boots and shoes and handmade hangers for the finest garments. The walk-in wardrobe and privy allow two individuals to attend to their needs in comfort and privacy.

The main room contains marble-topped bureaus filled with clothing, a four-poster bed of the finest wood dressed with silk sheets and feather-stuffed bedding, and a pair of plush chairs arranged for conversation. A polished writing desk stands ready for use. The walls are adorned with fine art, often depicting serene or idealized scenes. A dedicated valet maintains the room.

► **Benefit:** A character who sleeps here gains normal natural healing, and in addition recovers +3 extra hit points per night while resting in the stronghold.





BEDROOMS, BASIC

This area contains two smaller bedrooms, sometimes joined by a connecting door. Each room is furnished simply with a straw bed on a low frame, a single chest of drawers, and a wall mirror. Bedclothes are rough cotton, wool, or burlap, and blankets are often patchwork quilts. Each room includes a rough bench and a small table.

A privy is included, though it need not be directly attached to the bedrooms.

► **Benefit:** These rooms may house up to 2 guests or family members in comfort. Long-term occupants recover natural healing normally while residing here.

BEDROOMS, FANCY

This area contains two smaller bedrooms connected by a shared door. Each room features a bed resting on a handsome wooden frame with a cotton mattress. Sheets are of fine cotton, and blankets are wool. Each room contains a finely carved bureau, a well-made wardrobe, and a bell on the bedside table to summon servants. Upholstered benches and a small writing desk complete each chamber. A privy is included, though it need not be directly attached to the bedrooms.

► **Benefit:** As basic bedrooms, except occupants gain normal natural healing, and in addition recovers a +1 extra hit point per night while resting in the stronghold.

BEDROOMS, LUXURY

This pair of connected bedrooms is furnished without regard to cost. Each room contains a marble-topped bureau, a finely crafted wardrobe, and a four-poster bed of the finest wood, dressed with silk sheets and feather-stuffed bedding. A plush chair sits in one corner, while a fully stocked and polished writing desk occupies another. The walls are adorned with fine art, often depicting serene or idyllic scenes. A privy is included. The rooms are attended by a dedicated valet, who may be summoned from bells placed throughout the chambers.

► **Benefit:** As fancy bedrooms, except occupants gain normal natural healing, and in addition recovers a +2 extra hit points per night while resting in the stronghold.

CHAPEL, BASIC

This space is dedicated to the worship of a specific deity, pantheon, or higher power. It includes a simple altar, rough pews for worshippers, and a religious icon or symbol appropriate to the faith. A small storage area holds vestments, holy symbols, incense, and other religious supplies.

A cleric need not reside here for the chapel to exist, but formal services may only be conducted by an ordained cleric of the faith to which the chapel is dedicated.

Up to 40 worshipers may attend a service at one time. Additional chapels may be constructed to increase capacity.

► **Benefit:** While within the chapel, clerics of the appropriate faith cast divination or detection spells (such as *detect evil*, *commune*, or similar) with improved clarity, granting the Dungeon Master latitude to provide more detailed or reliable information than normal.

This benefit applies only if the chapel is dedicated to the cleric's faith.

CHAPEL, FANCY

This larger chapel features a polished stone altar, finely finished pews, and stained-glass windows depicting holy scenes. A small dressing room allows the cleric to prepare for services, and a dedicated wardrobe stores religious garments and supplies.

Up to 60 worshipers may attend a service. The chapel requires at least one acolyte to function properly. Additional chapels may be built to increase capacity.

► **Benefit:** As the basic chapel, except clerics of the appropriate faith also gain a +1 bonus to turning the undead.



CHAPEL, LUXURY

This grand chapel features an ornate altar set with gems and precious metals, gilt-edged pews, and towering stained-glass windows. Fine candelabra rest in private prayer alcoves, and an elegant preparation room allows the presiding cleric to ready themselves in comfort. A supply closet stores sacred texts, altar cloths, candles, and other religious items.

Up to 60 worshipers may attend a service. The chapel requires at least two acolytes to function properly. Additional chapels may be constructed to increase capacity.

► **Benefit:** As a fancy chapel, except clerics of the appropriate faith gain a +2 bonus when turning the undead.

COMMON AREA, BASIC

This plain room features bare floors, simple benches, and undecorated walls. It may serve as a waiting room, meeting space, or general-purpose gathering area. Multiple common areas may be constructed to increase capacity.

► **Benefit:** Retainers and mercenaries staying at the stronghold gain a +1 morale bonus.

COMMON AREA, FANCY

This room features polished stone or wood floors, comfortable benches, impressive murals, and sound-dampening curtains. It may serve as a refined waiting room, council chamber, or general meeting hall. Multiple common areas may be constructed.

► **Benefit:**

As the basic common area, except retainers and mercenaries staying at the stronghold gain a +1 morale bonus.



COURTYARD, BASIC

Sometimes called a bailey, this open-air space is surfaced with packed gravel or patches of grass. It has no roof. Footpaths are worn through the area by frequent use, and a few rough benches are scattered about. Flowers or shrubs may line the edges. Multiple courtyards may be built to increase size.

► **Benefit:** Retainers and mercenaries staying at the stronghold gain a +1 loyalty bonus.

COURTYARD, FANCY

This courtyard includes grass and carefully laid paths of cobblestone or brick. Wrought-iron benches are placed throughout, and a small fountain sits at the center. Decorative statues or busts stand at key points. Multiple courtyards may be constructed to expand the space.

► **Benefit:** Retainers and mercenaries staying at the stronghold gain a +2 loyalty bonus.

COURTYARD, LUXURY

This magnificent courtyard is fully paved with smooth-cut flagstones. A massive fountain dominates the center, featuring a masterfully carved statue dedicated to a deity or ideal chosen by the builder. Fine statuary and cushioned benches of iron or carved wood trimmed in gold are arranged throughout.

At the builder's option, the courtyard may be roofed at least 20 feet overhead, with sections that open to allow sunlight and fresh air or close to protect from inclement weather. Dedicated servants maintain the space.

► **Benefit:** Retainers and mercenaries staying at the stronghold gain a +3 loyalty bonus.

DINING HALL, BASIC

Long, rough wooden tables and benches line this main hall, both along the walls and through the center. A large fireplace at one end provides warmth. The walls are often decorated with hanging weapons, animal

trophies, or banners. The floor is worn wood or rough stone.

This hall seats up to 30 people comfortably. Additional dining halls may be built to increase capacity.

► **Benefit:** Retainers and mercenaries staying at the stronghold gain a +1 loyalty bonus.

DINING HALL, FANCY

This refined dining hall features finely crafted tables surrounded by chairs rather than benches. A large fireplace dominates the center of the room, its smoke drawn into a tall hood that rises into the ceiling, distributing heat evenly and improving comfort. The walls are adorned with murals depicting local legends, heroic deeds, or deities revered by the owner. The floor is laid with polished wood or fine flagstones.

The hall comfortably seats 30 people. One servant attends the room, serving meals and clearing dishes. Additional dining halls may be constructed to increase capacity.

► **Benefit:** Retainers and mercenaries staying at the stronghold gain a +2 loyalty bonus.

DINING HALL, LUXURY

This opulent hall is designed for formal feasts and important gatherings. It may feature a single long polished table of marble or fine wood, or several smaller tables of comparable quality. The head of the hall is marked by an exquisitely carved chair traditionally reserved for the lord of the household.

Tables are dressed with the finest linens, guests dine from rare china, and polished silverware is used throughout. Fine artwork lines the walls, a grand chandelier illuminates the room, and busts of legendary heroes or ancestors are displayed prominently. Marble or parquet flooring enhances the sense of prestige.

The hall seats 16 people at a single long table, or up to 30 people if arranged with multiple smaller tables. Two servants attend the room.

► **Benefit:** Retainers and mercenaries staying at the stronghold gain a +3 loyalty bonus.



DOCK, BASIC

A basic dock allows vessels to load or unload people and cargo to and from the stronghold. It can support up to two small vessels (rafts, rowboats, keelboats, or longships), but not large warships or galleys. This component is appropriate only for strongholds that overlook a river, lake, sea, or similar body of water. Storage buildings, taverns, and shops are commonly constructed nearby to serve sailors and traders.

Additional docks may be built to increase capacity.

► **Benefit:** The stronghold may moor ships, enabling river or sea trade, travel, and transport of goods and troops.

DOCK, EXTENDED

This larger and more robust dock can accommodate up to two large vessels (such as galleys or warships) or four smaller craft. Reinforced pilings, longer walkways, and expanded loading platforms allow for heavier cargo and more frequent traffic. Additional extended docks may be constructed to further increase capacity.

► **Benefit:** As the basic dock, except the stronghold may moor large vessels, including warships and galleys.

DOCK, EXTENDED DRY

This expanded dock is fitted with pulleys, lifts, cranes, and heavy rigging. In addition to rapid loading and unloading of cargo, it allows ships to be hauled partially or fully out of the water for inspection and repair. The dry dock can accommodate up to two

large vessels (galleys or warships) or four smaller craft at a time. With sufficient labor and materials, new hulls may be constructed here.

Additional dry docks may be built to increase capacity.

► **Benefit:** The stronghold may construct, refit, and repair ships, reducing repair time and costs at the Dungeon Master's discretion and enabling naval dominance within the region.

GATEHOUSE

This space serves as a primary entrance into the stronghold (or one of several entrances). As its name suggests, the gatehouse includes a heavy gate and, if situated beside a moat, a drawbridge. Defense may be further reinforced with a portcullis.

Most gatehouses are fortified with a barbican, guard post, or both. This component may also be incorporated directly into a wall section.

► **Benefit:** The gatehouse provides a secure and defensible entrance. Creatures attempting to force entry suffer a -2 penalty to attacks.

GUARD POST

This position allows guards to keep watch over the surrounding area. If constructed as part of an exterior wall, it includes arrow slits rather than open windows.

► **Benefit:** The guard post provides a secure and defensible entrance. Creatures attempting to force entry suffer a -2 penalty to attacks.



KITCHEN, BASIC

This rudimentary kitchen centers around a fireplace or simple stove set on a stone or wooden floor. A pantry stores basic foodstuffs on shelves or hung from ceiling hooks. Pots and pans are made of tin, and a small scullery includes a basin for washing dishes and laundry, along with storage for brooms and rags.

Meals for up to 15 people can be prepared here. In emergencies, meals may be prepared without hired cooks by household members.

► **Benefit:** The stronghold may properly support a dining hall. Without at least a basic kitchen, dining halls provide no morale or reaction benefits.

KITCHEN, FANCY

This well-appointed kitchen features an iron stove with a cooking griddle above and an oven below, along with cast-iron cookware. The scullery contains cleaning solutions and expanded storage. Floors are polished wood or tile, and the pantry is well stocked.

Meals for up to 30 people can be prepared here. At least two kitchen staff are required for proper operation.

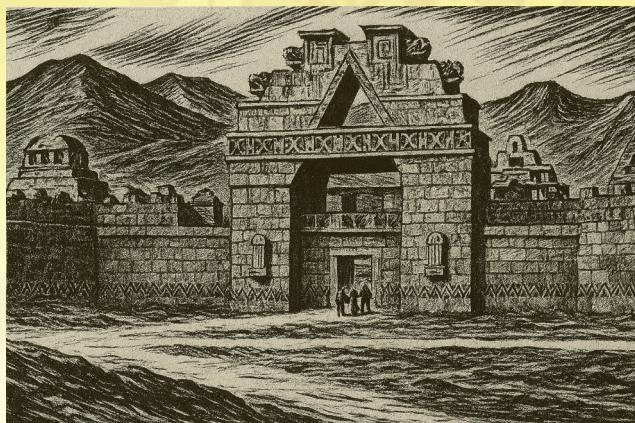
► **Benefit:** As the basic kitchen, and retainers and mercenaries who regularly eat meals prepared here gain a $+1$ bonus to morale checks.

KITCHEN, LUXURY

This massive kitchen contains two full-sized stoves, each with a griddle, stovetop, and large oven. An open hearth allows the roasting of large animals. The scullery includes marble basins, and the floor is polished marble or fine tile. Cookware is hammered copper.

Meals for up to 100 people can be prepared here. The kitchen requires six staff to operate efficiently. Additional luxury kitchens may be constructed to increase capacity.

► **Benefit:** As the fancy kitchen, except morale bonuses increase to $+2$.



LIBRARY, BASIC

Plain wooden shelves of books fill this room, arranged in any manner desired. One or two small tables provide space for reading, and a lectern allows texts to be consulted while standing.

The library may contain up to two distinct collections of books focused on specific subjects (religion, history, magic, nature, etc.). Additional libraries may be built to expand holdings.

► **Benefit:** Research times and costs are reduced by 10% (round up).

LIBRARY, FANCY

Fine polished shelves stretch from floor to ceiling, with ladders granting access to upper volumes. Several small tables allow scholars space to work. The floors are tiled or polished wood.

This library may contain up to three distinct collections of books on specific subjects. Additional libraries may be built to expand holdings.

► **Benefit:** Research times and costs are reduced by 25% (round up).

LIBRARY, LUXURY

Floor-to-ceiling glass-fronted cabinets protect the books here in pristine condition. Sliding ladders mounted on rails provide safe access to upper shelves. Marble floors bear inlaid symbols denoting different sections of the collection. Two private study carrels allow quiet work, while a large central table provides ample space for maps, scrolls, and reference texts.

This library may contain four distinct

collections of books on specific subjects (history, magic, religion, navigation, warfare, etc.). Additional luxury libraries may be constructed to expand holdings.

► **Benefit:** Research times and costs are reduced by 50% (round up).

PRISON CELL

This secure holding area contains iron shackles set into the walls and straw-filled bedding. A standard cell can restrain up to six Medium prisoners in a communal arrangement.

Alternatively, the space may be divided into two to four individual cells, each capable of holding one or two Medium creatures. Each prison component includes six sets of manacles suitable for Medium creatures.

Additional prison cells may be constructed to increase capacity.

► **Benefit:** The stronghold may detain and imprison creatures.

MAGIC LABORATORY, BASIC

This simple laboratory has stone or wooden floors and contains a small arcane library, a writing desk, and a sturdy worktable for magical experiments. Furnishings are rough but functional. A basin of water and a nearby fireplace provide the heat and materials necessary for magical work.

► **Benefit:** Alchemical and magical research times and costs are reduced by 10%.

MAGIC LABORATORY, FANCY

This superior laboratory contains every tool required for serious arcane study. Walls are covered with chalkboards filled with arcane notes and diagrams. The tiled floor allows easy cleaning and safe footing. Multiple water basins, emergency dousing barrels, and specialized equipment support complex magical work.

► **Benefit:** Alchemical and magical research times and costs are reduced by 20%.



SERVANTS' QUARTERS

These are simple but serviceable living quarters for household staff. Each component contains six small sleeping spaces, separated by thin partitions for minimal privacy. Each space includes a bed, a chest, a small mirror, a table, and a chair. Furnishings are plain but durable.

A shared privy is included, though it need not be adjacent.

Additional servants' quarters may be built to increase capacity. Particularly important servants (such as a butler or steward) may instead be housed in basic bedrooms.

► **Benefit:** The stronghold may house servants properly, preventing morale loss among household staff and enabling smooth daily operation of kitchens, halls, and other facilities.

SHOP, BASIC

This modest storefront includes a wooden sign, rough shelving, a sales counter, and a small storage room. A simple living space may exist above or behind the shop.

Benefit:

► **Benefit:** The stronghold may operate a shop. The shop generates income as described in the **Economy** chapter.

SHOP, FANCY

This well-appointed shop features improved shelving, better display space, and a more inviting storefront. Storage is more secure, and customer flow is improved.

► **Benefit:** As the basic shop, except the shop produces 10% additional profit per year.

SHOP, LUXURY

This high-end shop is lavishly decorated and professionally staffed. Displays are elegant, storage is secure, and the shop attracts wealthy clientele and important buyers.

► **Benefit:** As the basic shop, except the shop produces 20% additional profit per year.



SMITHY, BASIC

This basic smithy contains a forge, anvil, and a full set of metalworking tools. A barrel of water stands nearby for quenching hot metal. Stone walls and a dirt or stone floor help prevent accidental fires.

► **Benefit:** The stronghold may operate a smithy, allowing the repair and manufacture of metal goods (weapons, armor, tools, horseshoes, fittings, etc.).

SMITHY, FANCY

This upgraded smithy features improved tools, better ventilation, reinforced workbenches, and more efficient fuel use.

► **Benefit:** If a smith is under retainer, swords and armor can be constructed at 50% listed price.

STABLE, BASIC

This rough wooden structure contains stalls for up to six Large mounts. A wooden water trough and loose hay cover the unfinished floor. Tack and saddles hang from the dividing walls between stalls.

Due to smell and noise, stables are usually placed away from the main living areas.

► **Benefit:** The stronghold may house animal mounts safely.



STABLE, FANCY

This improved stable features wooden or stone floors covered with fresh hay. Each mount has access to its own water supply, and stone troughs line the walls. A small fireplace helps keep the space warm in winter.

The stable holds up to six large steeds in individual stalls and requires one groom to operate properly. Additional stables may be built to increase capacity.

► **Benefit:** As the basic stable, and mounts housed here recover fatigue and minor injuries more quickly (+1 extra hit point per day of rest).

STABLE, LUXURY

This immaculate stable features polished floors, intricately carved and inlaid woodwork, and finished plaster or fine wooden walls. Six individual stalls are cleaned hourly by attendants. Each saddle and bridle rests on its own carved pedestal.

The stable requires two grooms and can care for up to eight Large mounts. Additional luxury stables may be built to increase capacity.

► **Benefit:** As the basic stable, and mounts housed here recover fatigue and minor injuries more quickly (+2 extra hit points per day of rest).

STUDY / OFFICE, BASIC

Sometimes called a solar, this room contains a desk, shelves for books, a chair, and a small

storage closet for papers, ink, maps, and other necessities. Furnishings are rough but sturdy.

► **Benefit:** Characters who plan, research, write, or administer affairs here gain a +1 bonus when the Dungeon Master adjudicates success on relevant non-combat tasks (record-keeping, map study, correspondence, planning).

STUDY / OFFICE, FANCY

This refined office features polished wood or stone floors, better lighting, and upholstered chairs for visitors. Furnishings are of higher quality and designed for comfort during long work sessions.

► **Benefit:** Characters who plan, research, write, or administer affairs here gain a +2 bonus when the Dungeon Master adjudicates success on relevant non-combat tasks (record-keeping, map study, correspondence, planning).

STUDY / OFFICE, LUXURY

The ultimate in office luxury, this suite includes a well-appointed waiting room with a fine couch and a polished desk behind which sits a full-time clerk or secretary. The main office contains another stuffed couch, comfortable chairs arranged around a marble-topped desk, and walls decorated with fine art, including portraits of the stronghold's owner and family.

► **Benefit:** Characters who plan, research, write, or administer affairs here gain a +3 bonus when the Dungeon Master adjudicates success on relevant non-combat tasks (record-keeping, map study, correspondence, planning).

TAVERN

This bustling hall offers a wide selection of drinks and, if connected to the stronghold's kitchen, fine meals as well. A marble-topped bar runs along one wall, with upholstered chairs and linen-covered tables filling the space. Decorations include fine artwork and local curios, lending the tavern an air of comfort and prestige.

► **Benefit:** The stronghold may operate a tavern. The tavern generates income and serves as a social hub, granting a +1 bonus on reaction rolls with visitors, travelers, and locals encountered here. See the **Economy** chapter for income details.



THRONE ROOM, BASIC

This plain but respectable chamber serves as the receiving room for a lord, baron, merchant prince, or ruler of modest means. Colorful tapestries brighten the walls. A padded throne sits upon a raised platform, with chairs nearby for advisers or honored guests. A carpet or animal skins mark the approach to the throne. The room accommodates the ruler and up to 20 additional guests. Additional throne rooms may be built to increase capacity.

► **Benefit:** When receiving petitioners or hosting formal audiences here, the ruler gains a +1 bonus on reaction rolls made to influence visitors, subjects, or emissaries.

THRONE ROOM, LUXURY

This magnificent chamber displays wealth, authority, and refinement. The walls are richly decorated with sweeping murals, precious materials, and vibrant colors. Gems and fine metals adorn the grand throne, which rises above the room on marble steps. The space is designed to impress all who enter, from ambassadors to common petitioners.

► **Benefit:** When receiving petitioners or hosting formal audiences here, the ruler gains a +2 bonus on reaction rolls made to influence visitors, subjects, or emissaries.

TORTURE CHAMBER

This dark, sealed chamber contains devices intended to inflict pain and fear: racks, manacles, vises, chains, and other instruments. Shackles fixed to the walls allow prisoners to be restrained between sessions, and a secure cage can hold a Medium-sized creature. A fireplace provides heat for brands, while water barrels stand ready to extinguish flames.

► **Benefit:** The stronghold may conduct interrogation through torture. Rules for torture can be found later in this PDF.

TRAINING AREA, COMBAT

This open training ground allows guards and soldiers to practice martial skills. Weapon racks, padded armor, archery targets, and practice dummies are arranged throughout. Up to 10 troops may train here at one time. Additional training areas may be built to increase capacity.

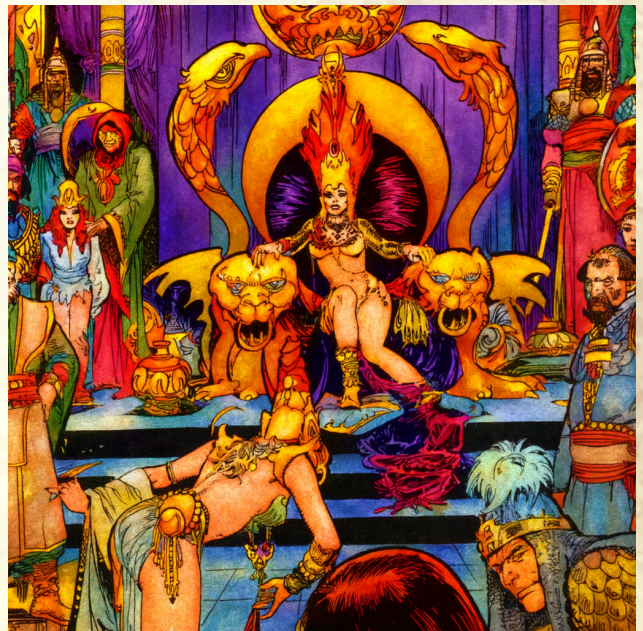
► Benefit:

During mass combat or stronghold defense, trained guards and soldiers gain a +1 bonus to attack rolls and +1 bonus to morale while defending the stronghold.

TRAINING AREA, ROGUE

This space allows thieves and scouts to practice clandestine skills. Padded dummies, swinging blades, climbing walls, dangling bells, and lock mechanisms of varying difficulty fill the area. Some traps are harmless but humiliating, reinforcing caution and precision.

► **Benefit:** If the stronghold operates a thieves' guild or criminal network, the chance a thief is caught while performing an operation is reduced by 50% (round up).





ECONOMY

The economy of the **Middle Sea** is the cornerstone of everything. Everyone from the common adventurer to the rulers of nations struggles for wealth and power. This chapter explores the various ways characters can earn a living in the world, other than simply hunting monsters, killing rivals, and looting treasure. Unlike looting for treasure, earning an income does not grant experience points. More on that in the **Middle Sea's Dungeon Master's Guide**.



The economy of the **Middle Sea** is agrarian at its core. Bread is the base food for nearly all cultures, and so we begin, as civilization itself once did, with the farm.

The discovery of agriculture was the defining moment of human civilization in the **Middle Sea**. After the high elves retreated from their deep forests to the outer fringes of the known world, sequestering themselves away from the troubles of mortals, much ancient knowledge was lost. Powerful magics that once sustained crops vanished. Portals and magical airships that had once connected distant cities were destroyed or taken with the elves as they withdrew, isolating peoples from one another—sometimes for centuries at a time.



Humans, dwarves, dragonborn, and to a lesser extent gnomes and halflings, became itinerant and nomadic in the centuries that followed, migrating across the lands in search of survival. It was either the gnomes or the halflings (depending on who you ask) who rediscovered agriculture, passing this knowledge to humans in the far south where the first true human civilizations arose. During this same era, dwarves migrated into what is now Mauretania, while dragonborn continued their long southern migrations, vanishing for centuries before re-emerging as the mounted nomads they are today. For humans in particular, the surplus food created by farming allowed some to abandon hunting and gathering entirely. Crafts emerged. A nobility arose. Then a clerical class to interpret the will of the gods, followed by professional soldiers, and finally artists, philosophers, and scholars.

RUNNING A FARM

Farms throughout the Middle Sea grow a wide variety of crops, but for the sake of clarity and ease of use, this section concerns itself with only the most common and economically relevant examples. The basic unit of farmland is the acre, and yields are calculated on an annual basis. As a rule of thumb, three acres are required to support one individual at a subsistence level. A family of four therefore requires at least 12 acres simply to survive. Any land beyond this may be used to generate profit or pay taxes.

Since land is the source of all food—and therefore all wealth—laws governing ownership and use of land vary widely from realm to realm, and are discussed in greater detail in the **Dungeon Master's Guide**. This chapter concerns itself only with the practical realities of running a farm.

One square mile contains roughly 640 acres of land, and can support, on average, four moderately wealthy families or a much larger population at bare subsistence.

Farmers rely on a crop rotation system, in which fields alternate their use over a three-year cycle: two years of planting followed by one year left fallow. At any given time, roughly two-thirds of a family's land is in active production.

For example, a family of four owning 24 acres will typically have 16 acres under cultivation in any given year. Of those 16 acres, 12 go toward feeding the household, leaving 4 acres available for profit or taxation.

A TYPICAL FARMER'S YEAR

Month 1 (Aruven): Farmers hope for rain. Tools are made and repaired, fences are mended.

Month 2 (Kalemar): Farmers continue to hope for rain, spreading manure and marl.

Month 3 (Thesyl): Farmers hope for dry weather without hard frost. Fields are ploughed and fertilized. Local levies are commonly mustered this month.

Month 4 (Virex): A mix of rain and sunshine is ideal. Spring crops are sown and harrowed.

Month 5 (Aurelan): Ditches are dug and fallow fields receive their first ploughing.

Month 6 (Helior): Dry weather is preferred. Hay is cut and stored. Sheep are shorn. Most levied soldiers have returned home by this point.

Month 7 (Caneth): Farmers hope for a dry first half of the month and rain in the second. Weeding and continued haymaking dominate.

Month 8 (Messar): Warm, dry weather is ideal. Harvest begins.

Month 9 (Vindor): Rain is welcome. Threshing continues, orchards are pruned.

Month 10 (Umbren): Dry weather without frost is ideal. Final ploughing of the year.

Month 11 (Froscal): Acorns and forest fodder are collected for pigs.

Month 12 (Noctyl): Tools are repaired. Livestock is slaughtered for winter stores.

Ploughing is often a business in itself, with wealthy landholders owning plough teams and renting their labor to smaller farmers.

WHEAT

There are many varieties of grain, but for simplicity all are treated as wheat.

An acre of wheat produces approximately 8 bushels of grain per year, along with roughly 1½ tons of straw and chaff usable as animal fodder.

Each bushel weighs 60 pounds. After milling (the miller takes his share), grain is

converted to flour at roughly two-thirds its original weight. An acre therefore produces approximately 300 pounds of flour annually.

Flour can be sold to a baker for 1 bp per pound, and one pound of flour produces roughly one pound of bread.

The average person consumes about 2 pounds of bread per day, meaning one acre of wheat supports roughly one adult for a year.

ALE OR BEER

Grain may be converted into ale or beer.

Three pounds of grain produce one gallon of ale, meaning a single bushel yields roughly 20 gallons.

Ale sells to resellers for 1 bp per gallon. Along with bread, ale is a dietary staple throughout the **Middle Sea**.



APPLES

Apple orchards are highly profitable but slow to mature. A newly planted orchard requires six years before it produces its first meaningful yield. After that point, yields are annual.

An acre of orchard produces 6–10 bushels of apples per year, each bushel weighing 48 pounds. Apples sell for 6 cp per bushel to resellers, or 12 cp per bushel if sold directly at market.

Twelve pounds of apples can be pressed into one gallon of cider, which sells for 12 cp per gallon to a reseller, or 24 cp direct at market. A cider press must be available, and local laws often regulate cider production and taxation.

GRAPES

Grapes produce approximately 25 bushels per acre, each weighing 48 pounds.

However, each acre of vineyard requires one full-time laborer to maintain. Vineyards are

therefore typically owned only by wealthy landholders.

Twelve pounds of grapes produce one gallon of wine, which sells for 3 cp per gallon direct at market, or 6 bp to a reseller.



WALNUT TREES

An acre of walnut trees produces roughly 440 pounds of nuts annually, though only the nutmeat may be sold. This yields approximately 44 pounds of saleable product. Walnut meat sells for 1 cp per pound to a reseller, or 2 cp direct at market.

ALMONDS

An acre of almond trees produces approximately 250 pounds of nuts, yielding 125 pounds of nutmeat. Almond meat sells for 1 cp per pound at market, or 2 bp to a reseller.

BLACK PEPPER

Black pepper is extremely difficult to cultivate and rare outside of the far south.

An acre yields only $\frac{1}{2}$ pound per year, but that yield sells for 240 cp per pound, or 120 cp to a reseller.

LIVESTOCK

Many farmers supplement their income with livestock. Livestock requires acreage just as crops do, though the specific requirements vary by animal. Livestock provides food security, secondary income, and resilience against crop failure.

CATTLE

Cows are kept primarily for milk and meat. A single cow produces $(1d4 + 11) \times 10$ gallons of milk per year. One gallon of milk may be converted into 1 pound of cheese, and each

pound of cheese may be sold to a reseller for 1 bp, or 2 bp direct at market.

Cows also require breeding stock. One bull is required for every 25 cows. Each cow produces one calf per year. A calf must be raised for a full year before it may either be sold to the butcher for 600 cp, or retained to increase the herd.

An average cow weighs approximately 1,500 pounds, though only 600 pounds are suitable for meat. Cows require substantial grazing: each consumes roughly 155 pounds of grass per day, or alternatively 1 pound of hay per 100 pounds of body weight per day. For ease of play, assume each cow requires 350 pounds of hay per year in addition to grazing. Each cow requires 1.5 acres of land.

SHEEP

Sheep provide wool, milk, and meat. A single sheep may be shorn for 10 pounds of wool per year, which may be sold to a reseller for 15 cp.

In addition, each sheep produces $(1d4 + 11)$ gallons of milk per year, which may be turned into cheese under the same rules as cattle. A sheep may also be sold to the butcher for 25 cp. Sheep require 1 sp per year in pasturing fees. A shepherd may be required for large flocks, at the referee's discretion. A farmer may keep 6 sheep per acre.



PIGS

Pigs are inexpensive to maintain, as they consume kitchen refuse, crop waste, and other “slop.” A sow produces 4 piglets per year. Piglets must be raised for one year, after which each may be sold to the butcher for 40 cp. A farmer may keep 10 pigs per acre.

CHICKENS

A hen produces approximately 120 eggs per year (10 dozen). Each dozen eggs may be sold for 2 bp to a reseller, or 1 cp direct at market.

Alternatively, eggs may be allowed to hatch. After 6 weeks, a chicken may be sold to the butcher for 2 cp, yielding roughly 2 pounds of meat. A farmer may keep 50 chickens per acre.

CRAFTS

Renting a craftsman’s house or workshop in a city typically costs 20 sp per year. Craftsmen must purchase their own raw materials.

AN EXAMPLE: THE SWORDSMITH

Consider a swordsmith who rents a shop in the city for 20 sp per year and owns all necessary tools. He produces only longswords.

A longsword requires 3 pounds of steel. One hundred pounds of steel may be purchased for 1 pp, allowing for the production of up to 33 swords if materials were the only limitation.

However, time is the real constraint. A longsword takes 11 days to complete. The work week in the **Middle Sea** consists of 6 days, with the seventh reserved for rest. Working year-round, the smith can produce 28 swords per year. Each longsword sells for 66 cp, for a gross income of 1,848 cp annually. After a 20% tax, this is reduced to 1,478 cp.

Before profit, the smith must cover his expenses: 20 sp in rent and 1 pp in steel, totaling 640 cp. This leaves 838 cp.

The smith must also eat. An average person consumes 2 pounds of bread per day and ½ gallon of ale, costing 365 cp per year for bread and 91 cp for ale, for a total of 461 cp.

After all expenses, the swordsmith earns just under 400 cp per year.

RUNNING AN INN OR TAVERN

Operating an inn or tavern costs 10,500 cp per year, paid in full at the start of the year. This includes rent, supplies, upkeep, one serving wench, one cook, one barkeep, and assumes the owner also works there.



Each day the inn is open, determine gross income in copper crowns (cp) using either method below.

A. Variable Income (recommended):

Roll 1d12 × 7 cp for that day’s gross income.

B. Flat Income (simple):

Take a flat 41 cp gross income per open day.

Festivals and special occasions: Gross income doubles on festivals or major local events (Dungeon Master’s discretion).

Example

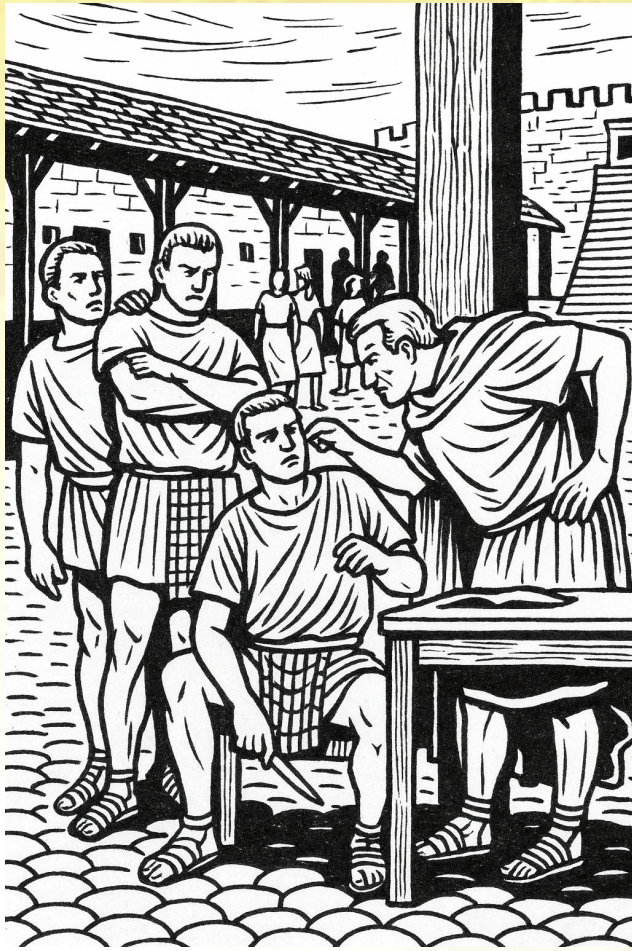
Gross income: 41 cp/day × 365 days = 14,965 cp
After 20% tax: 11,972 cp

Minus operating costs (10,500 cp): 1,472 cp

Minus owner’s personal food for the year (461 cp): 1,011 cp final profit

This is a very successful year. The owner clears

about a Labor Class annual income in profit.



BANKING

Banks are the backbone of the **Middle Sea's** economy. They provide funding for merchants and artisans, insure cargo for ships, and issue low-interest loans to farmers and landowners. The modern banking system began centuries ago among gnomish goldsmiths of the old Byrisian Empire. Their expertise with metals, gems, and secure construction made them natural custodians of wealth. Over time, storing coin and valuables for others (for a fee) became standard practice.

Today, banks are symbols of economic independence and stability throughout the Middle Sea.

These gnomish families gradually used their growing wealth to become moneylenders and pawnbrokers, reinvesting their profits into other ventures and steadily expanding their fortunes—and with them, their influence.

The old nobility that ruled Byrisia at the time reacted swiftly to suppress the rise of this new middle class. Harsh tariffs were imposed,

ensuring that no matter how successful the banking guilds became, their prosperity ultimately enriched the noble houses even further. Chafing under these restrictions, resentment toward the ruling class grew among the bankers long before the Karthan Wars began. As the Karthan Wars dragged on and unrest spread through the Byrisian-controlled territories, the banking families quietly encouraged rebellion. They funded dissident movements and smuggled arms and armor to rebel forces, fanning the flames of revolt from behind fortified counting houses and guarded vaults.

When the wars finally ended and Byrisia collapsed, not all bankers followed the same path. Some eagerly embraced the newly formed Karthan Republic, while others felt they had merely traded one form of oppression for another. The new governor of the Byrisian Province of Karth moved quickly to stabilize the region by imposing a strict cap on interest rates, declaring that any rate above a flat six percent constituted usury—and thus a crime.

Voices of dissent were soon drowned out by the exhaustion that followed the wars. Banking families either adapted to the new order or emigrated to more favorable lands.

Today, those who remained operate in nearly every major city of the province, offering short-term, low-interest loans to citizens with acceptable credit. Long-term loans are available only to those with sufficient collateral or a proven financial reputation. These are not the only banks in the **Middle Sea**—banking institutions exist throughout the known world—but the most powerful families and their histories are detailed in the ***Dungeon Master's Guide***.

Most banks operate out of fortified, two-story stone buildings, typically located near the main market square of the city. Meetings with bank clerks (known as factors) for deposits, withdrawals, or loan applications are generally conducted by appointment. However, banks often maintain stalls in the market during the morning and mid-afternoon hours.

These open meetings serve only to determine eligibility for a loan, present a request for withdrawal, or discuss deposit terms. Once negotiations are underway, a formal appointment is scheduled at one of the bank's branches (usually, though not always, within the same city) typically one to two days later.

While minor transactions may be completed the same day, withdrawals of substantial sums can take weeks to arrange.

Inside the branch, customers are led into a small, unadorned room furnished with a handful of desks where factors conduct their work. An abacus is used for complex calculations, and a low table serves as the place where contracts are signed and transactions finalized.

BANKING PRACTICES IN BYRISIA



In the Byrisian Province, competition between banks is largely neutralized by state-controlled interest rates.

Rather than competing on rates, institutions coexist through a web of informal loan monopolies—an unspoken understanding among bankers that only certain families will lend to specific trades.

Grocers and drovers may frequent one bank, millers and farmers another, and so on. Any bank may still issue a private loan to any individual, but the competitive edge usually goes to the institution willing to assume the greatest risk.

These monopolistic divisions trace their origins back to the merchant guilds from which the banks first arose. As such, provincial authorities view them as a stabilizing form of diversification rather than a threat.

For banks operating outside the Byrisian Province, use 10% interest as the standard rate instead of 6%. Additional details on Byrisia may be found in the Karth section of the *Dungeon Master's Guide*.

LOANS AND CREDIT

The amount a character may borrow depends on their assets, reputation, and credit.

If a character begins play with a history of debt, they start with Bad Credit.

If they begin with savings or established assets, they start with Good Credit.

If neither applies, they begin with Average Credit.

Bad Credit: A loan up to twice total wealth and assets.

Average Credit: A loan up to four times total wealth and assets.

Good Credit: A loan up to eight times total wealth and assets.

Your credit increases by 1 step (to a maximum of Good) for every four loans you repay without defaulting.

BANK-BACKED VENTURES & INSURANCE

Another major function of the banks is the underwriting of bank-backed ventures. When a merchant has cargo of known value and an established buyer, they may apply at a local banking branch for venture backing.

In this arrangement, the bank inspects both the cargo and the merchant's credit. If the cargo is sound and the merchant's credit is at least Average, the bank advances a loan equal to 90% of the cargo's total value. The merchant then signs a binding contract pledging to sell the cargo for its full assessed value upon reaching its destination and to deliver the full proceeds to the bank's nearest branch within 30 days of sale.

In effect, the bank assumes the risk of transport in exchange for near-total control of the transaction's outcome. Failure to deliver payment within the agreed time constitutes default and is treated as such.

Banks also offer cargo insurance under a similar arrangement. In this case, the bank advances 75% of the cargo's value up front, with the promise of the remaining 25% upon successful delivery. If the cargo is lost or stolen in transit, the merchant is not required to repay the advance. Insurance is available only to merchants with Good credit. Failure to deliver payment for an insured venture immediately reduces the merchant's credit to Poor, regardless of previous standing.

MERCANTILE VENTURES

Many adventures in the **Middle Sea** begin with a merchant seeking a new resource, a new market, or a new trade route. Mercantile ventures arise naturally from the economic conditions of the world, as they are a direct consequence of regional **Demand** and **Market Values** (see the **Equipment** chapter).

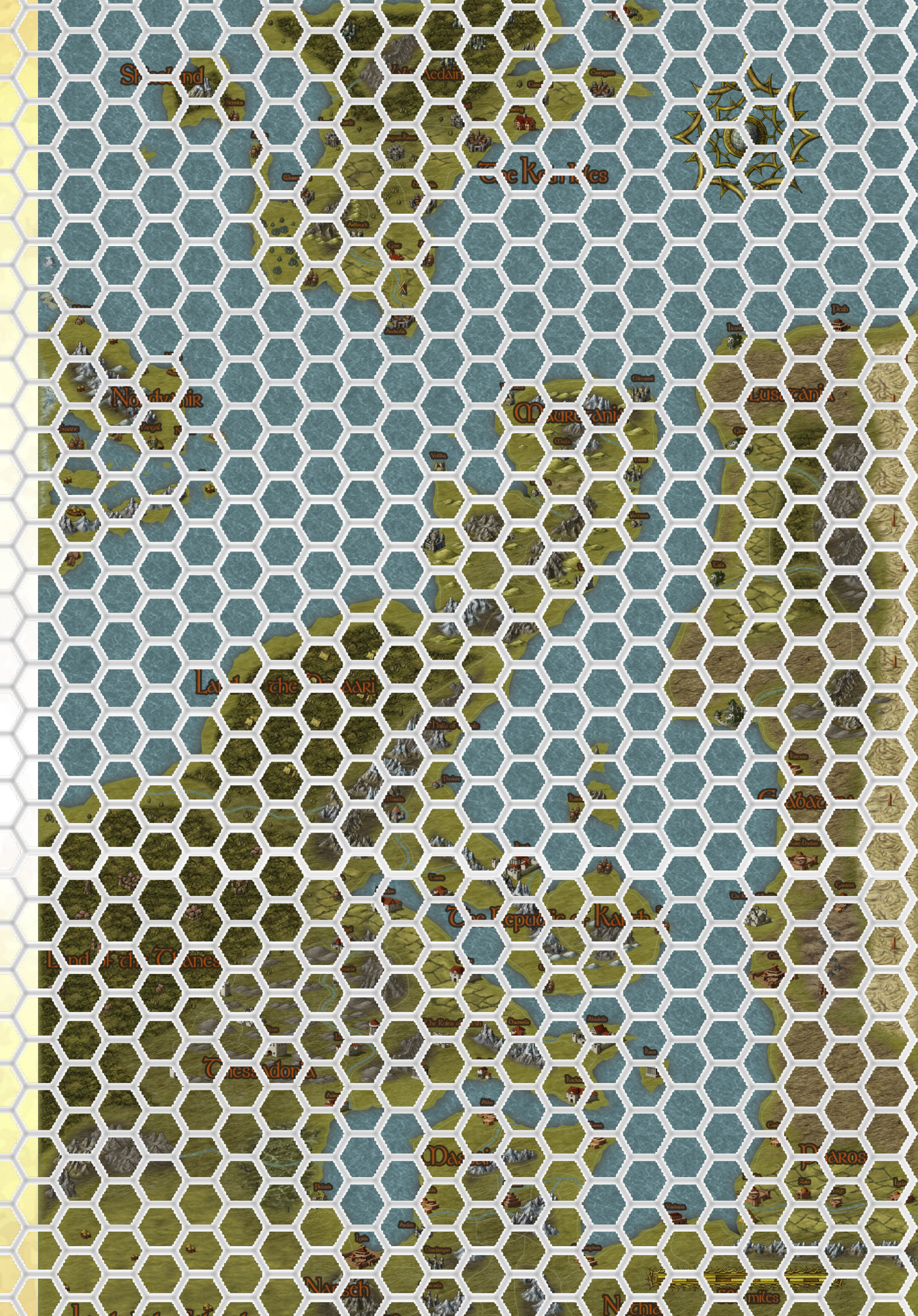
At its simplest, mercantile trade involves purchasing goods in a region where they are inexpensive, transporting them to a region where demand is higher, and selling them at a profit.

Certain goods are subject to tariffs and trade laws, detailed in the *Dungeon Master's Guide*. Beyond these restrictions, the practical concerns of mercantile ventures are straightforward: the cost of the cargo, the ability to transport it safely, and the time required to reach market. A list of common trade goods may be found in the **Equipment** chapter.

The following page presents the main campaign map divided into hexes. Each hex measures approximately 40 miles across and covers roughly 2,000 square miles (or 1,280,000 acres). An average traveler on foot can cross one hex in just over 1½ days, allowing for roughly 20 hexes of travel per month.

Finding buyers, negotiating contracts, currying favor with local tribes to establish permanent trade routes through their lands—these are all natural seeds for adventure and long-term campaign play.





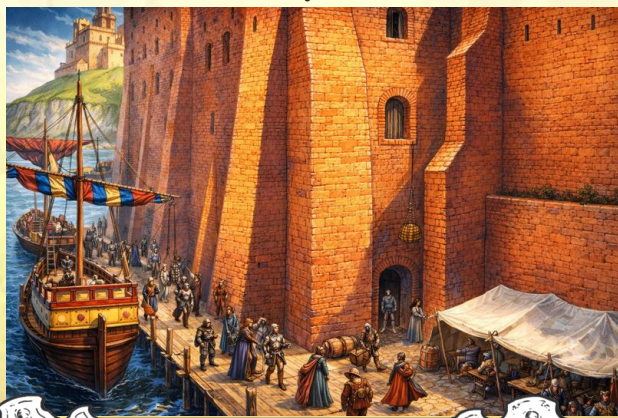


RUNNING A DOMAIN



In the **Middle Sea**, it is possible that characters may one day come to control land. This may begin with stewardship over a single city or region, and may grow to encompass an entire kingdom or even an empire. Rather than tracking every tax, toll, and tithe in detail, domain income is abstracted to reflect the total wealth that reliably reaches the ruler's treasury each year. For every 40-mile hex of land under a ruler's control, 350 platinum pieces per year are added to the treasury.

This value represents the long-term average income of a populated region in an ancient or medieval world. A hex of this size contains farmland, villages, towns, roads, rivers, forests, and undeveloped wilderness. The people within it span many social classes, from peasants and laborers to merchants, clergy, minor nobility, and great lords. Each group produces wealth at different levels, as reflected in the income tables elsewhere in this book. When combined, the total economic activity of such a region is substantial, but only a fraction of it ever reaches the ruler directly.



The 350 platinum pieces per hex assumes a stable realm over time and already accounts for inefficiencies such as corruption, poor harvests, banditry, local autonomy, religious tithes, and the costs of administration. It also reflects the reality that pre-industrial rulers typically extracted only a modest portion of total economic output through land taxes, market tolls, port fees, fines, mine rights, and other customary obligations. In prosperous years the treasury may swell, while in lean years it may fall short, but over time this figure represents a reasonable annual average.

This income does not include extraordinary sources of wealth such as conquest, ransoms, war plunder, treasure hoards, trade monopolies, or magical resources, all of which may greatly exceed normal revenues at the Dungeon Master's discretion. Likewise, the costs of maintaining armies, fleets, fortifications, courts, and infrastructure are not deducted here and must be paid from the treasury separately.

A single hex may fund a modest domain. Multiple hexes form the economic backbone of kingdoms and empires. Loss of territory, famine, rebellion, or war can sharply reduce income, while expansion brings both wealth and new obligations.



Holding a 40-mile hex

A 40-mile hex is not "one town." It is a whole regional district: scattered farms and hamlets, a few larger villages, at least one market center, roads, bridges, and stretches of forest, hill, or rough land that are only lightly watched. In an ancient or medieval world, control comes from

presence and response time, not from wall-to-wall occupation. In practical terms, a ruler keeps the hex through three layers: small permanent garrisons at key points, a smaller mobile force that can ride to trouble quickly, and a large militia or levy that only exists when called.

In a stable realm where the locals generally accept the ruler, a single 40-mile hex can usually be held with roughly five hundred professional troops in total spread across the hex, backed by militia in emergencies. If the hex is newly conquered, rebellious, monster-haunted, or strategically vital, the number of professionals needed rises sharply, often to fifteen hundred or more, because militia become unreliable and the garrisons must be thick enough to deter constant trouble.

As a rule of thumb, a stable 40-mile hex should have enough permanent troops to garrison the primary stronghold, secure the main road and bridge chokepoints, and maintain a modest presence in the largest settlement. The militia or levy should be understood as the mass of the population that can be compelled to appear for short periods, typically a few percent of the population at most, and not something that can be kept mobilized indefinitely.



What troops cost

If the ruler chooses to hire and pay troops as mercenaries using the wages in this book, the following costs apply per soldier. These are cash wages and represent full-time professional pay.

A **light footman** costs 240 cp per month, which is 2,880 cp per year, or 12 pp per year.

A **heavy footman** costs 360 cp per month, which is 4,320 cp per year, or 18 pp per year.

An **archer** costs 300 cp per month, which is 3,600 cp per year, or 15 pp per year.

A **crossbowman** costs 360 cp per month, which is 4,320 cp per year, or 18 pp per year.

A **longbowman** costs 420 cp per month, which is 5,040 cp per year, or 21 pp per year.

Light cavalry costs 600 cp per month, which is 7,200 cp per year, or 30 pp per year.

Medium cavalry costs 900 cp per month, which is 10,800 cp per year, or 45 pp per year.

Heavy cavalry costs 1,200 cp per month, which is 14,400 cp per year, or 60 pp per year.

These numbers are intentionally sobering. A ruler rarely pays every soldier like a mercenary, year-round, in pure coin. Most garrisons are sustained through land grants, feudal obligations, lodging and food provided in kind, town watch duties, rotating service requirements, and seasonal campaigns. A king who tries to hold territory purely with hired professionals quickly discovers why taxation, patronage, and war plunder matter. There are exceptions, such as the Republic of Karth, which has a standing, year-round professional army. More details can be found in the **Dungeon Master's Guide**.



A useful example garrison

To make the scale clear, imagine a modest “hex garrison” built to handle routine threats: patrols, banditry, tax enforcement, and emergency response. Suppose the ruler employs two hundred light foot, one hundred twenty heavy foot, eighty archers, sixty crossbowmen, thirty light cavalry, and ten medium cavalry as full-time

paid professionals. Using the wage table, that force costs 163,800 cp per month in wages alone. Over a year, that is 1,965,600 cp, which equals 8,190 pp.

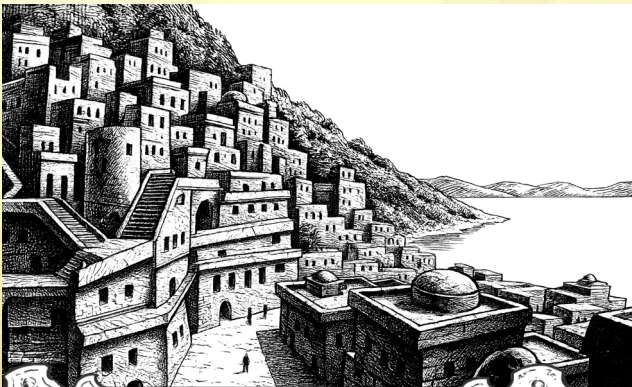
A single hex does not fund a standing mercenary army. A realm that keeps large professional forces must be drawing from multiple hexes, extraordinary revenues (tolls on major trade routes, mines, ports, monopolies), heavy wartime taxation, or conquest wealth.



SETTLEMENTS

Hex income represents the rural and territorial revenues of a realm, averaged across the land itself. It reflects farmland, villages too small to matter as independent markets, forests, roads, minor toll points, customary dues, and the normal flow of coin and goods that reaches a ruler through regional administration. This income is intentionally abstracted.

Hex income does not include the revenues or market activity of major settlements. Cities, towns, and other notable population centers generate additional wealth through trade, craftsmen, guilds, port fees, specialized production, and concentrated taxation. Those values are handled separately because settlements can vary wildly in prosperity and because they create the primary markets that adventurers interact with.



The table below lists each settlement size and shows both the additional annual income it contributes to the treasury and the size of the market available in that settlement.

Each family represents approximately 5 people and generates 3.5 platinum pieces per year for the ruler's treasury.

VILLAGES, TOWNS, AND CITIES

Urban settlements (families)	Max Market Class
Hamlets (74—)	Class VI*
Small Village (74—99)	Class VI
Village (100—159)	Class VI
Village (160—249)	Class VI
Large Village (250—449)	Class V
Small Town (450—624)	Class V
Large Town (625—1,249)	Class IV
Small City (1,250—2,499)	Class IV
City (2,500—4,999)	Class III
Large City (5,000—9,999)	Class II
Large City (10,000—14,999)	Class II
Large City (15,000—19,999)	Class II
Metropolis (20,000—39,999)	Class I
Metropolis (40,000+)	Class I

*Class VI market at domain's stronghold only.





MASS COMBAT

The kings of the ages have often said that wars are fought for four main reasons: glory, plunder, vengeance, and fear.

Unfortunately for the inhabitants of the **Middle Sea**, these reasons are often piled just behind the lips of monarchs, and thus many an innocent soul might find himself quickly swept up in a war in which he has little vested interest, all at the whim of his betters.



Mass combat groups soldiers into homogeneous units, each represented physically on the battlefield by a standard index card (the kind you can buy at any office supply store). The unit's statistics, conditions, and notes are written directly on the card for quick reference during play.

Whatever you're using as your battlefield (living room, kitchen table, etc.), image it divided into a grid of rectangles, each the size of an index card. A unit occupies one such space, and one movement equals moving the card one space, just like moving a miniature in standard combat.

Units must be adjacent to make melee attacks (unless they have ranged capabilities). Treat adjacency and facing exactly as you would with regular miniatures, just scaled up.

These rules are intentionally flexible. You can adjust how many troops a card represents to suit the scale of the battle, but the default assumption for the sake of these rules is that

one card equals:

► **Humanoid-sized creatures:** ~100 per card

► **Mounted units:** 50 per card

► **Large creatures:** fewer, depending on size

► **Solo units:** Any creature of significant HD or physical size (DM's discretion) can be represented by a poker chip, miniature, or any other appropriate battle marker

This system is meant to give you the feel of commanding armies while keeping the mechanics simple, visual, and compatible with *Old-School Essentials*.



UNIT STATISTICS

Unit statistics differ slightly from a standard *Old-School Essentials* statblock, though most values are derived directly from the individual creature's stats and equipment. Each unit card records the following:

► **Movement:** 1 for every 10' of the troop or creature's combat movement rate.

► **Hit Dice:** This is the number of Hit Dice each member of the unit possesses. For example, a unit of 1st-level fighters would write 1, while a unit of 2nd-level fighters would write 2, and so on. Mounts' HD are added.

► **Total Hit Dice:** This is the individual HD × number of troops/creatures in the unit. For example, 100 1st-level fighters would write 100. On warhorses would be 400.

This number will fluctuate during battle as casualties occur.

► **Total Troops:** The current number of individuals in the unit. For example, 100 1st-level fighters = 100 troops. This also fluctuates during the battle.

► **Damage:** This is the standard damage the unit rolls each round, based on the attacks of a single member. For example, a monster with two claw attacks at 1d6 each would write 2d6. A fighter with a longsword dealing 1d8+1 damage would write 1d8+1, and so on.

► **Foot Type:** Determine the armor worn, or AC if a monster:

Leather or no armor (AC 7–10): **LIGHT FOOT**

Chain mail (AC 3–6): **MEDIUM FOOT**

Plate armor (AC 2 or less): **HEAVY FOOT**

Disorganized, chaotic rabble: **MOB**

► **Mount Type:** If the unit is mounted, record **LIGHT** (e.g., camel, warhorse, etc.) or **HEAVY** (armored camel, armored warhorse, elephant, chariot, etc.), as well as size (Small, Medium, or Large). For example:

Armored warhorse = **HEAVY LARGE**

Unarmored pegas = **LIGHT LARGE**



► **Quality:** Quality is determined by the troop / creature's HD:

<1 to 1 (including 1 HD if poorly trained*) = **POOR**

1 to 2 = **AVERAGE**

2+ to 3 = **SUPERIOR**

3+ = **ELITE**



*For example, a 1 HD group of untrianed bandits might be considered **POOR**, despite having 1 HD.

► **Abilities:** Record any capabilities or equipment the unit possesses based on the following list:

LANCERS (mounted with lances)

PIKEMEN

LONGBOWS

CROSSBOWS

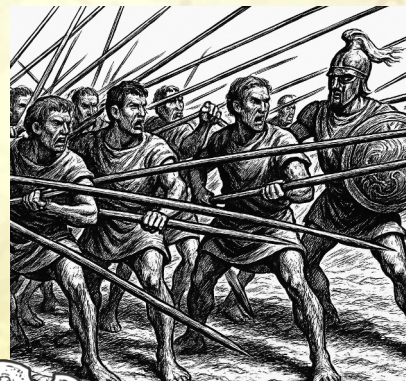
RANGED WEAPON (other)

OFFENSIVE or **DEFENSIVE**
SPEARMEN (offensive if the unit moved during the turn, defensive otherwise)

SWORDSMEN

SPELLCASTERS

These tags determine how the unit interacts with certain combat rules, discussed later in this chapter.



CATEGORY

A unit's category is determined by its equipment and role:

- **Skirmishers:** Light Foot or Light Mounts
- **Impact:** Heavy Mounts (including chariots), Pikemen, Offensive Spearmen, Heavy Foot
- **Non-Skirmishers:** Everyone else



POINTS OF ADVANTAGE

Next, calculate the unit's Points of Advantage (PoA) based on the below calculations. PoAs come in two varieties: Static and Circumstantial. Their roles in battle will be explained later in this chapter.

POA FROM QUALITY:

Poor: -1
Average: +0

Superior: +1
Elite: +2

POA FROM FOOT AND MOUNT TYPE:

Light Foot: +0
Medium Foot: +1
Heavy Foot: +2
Light Large: +2
Heavy Large: +3



CIRCUMSTANTIAL POA:

Defensive Spear vs.
Skirmishers or Mob: +4
Light Foot: +3
Medium Foot: +2
Heavy Foot: +1
Light Large: +3
Heavy Large: +2

Light Large vs.
Skirmishers or Mob: +3
Light Foot: +2

Heavy Large vs.
Skirmishers or Mob: +5
Light Foot: +4
Medium Foot: +3
Light Large: +1

Swordsmen vs.
Pikemen or Offensive Spear: +2

Offensive Spear or Pikemen vs
Skirmishers or Mob: +5
Light Foot: +4
Medium Foot: +3
Heavy Foot: +2
Light or Heavy Large: +1

Ranged attack vs.
Skirmisher or Mob: +2
Light Foot: +1

Longbow or Crossbow vs.
Skirmisher or Mob: +4
Light Foot: +3
Medium Foot: +2
Heavy Foot: +1

IMPACT

If an Impact unit charges before they attack (move at least 2 spaces before attacking), they receive a +4 to their Points of Advantage that round. If they have lances, they get a +8.

EXAMPLE UNIT: 100 ORCS



Unit: Vakka's Bane	Cohesion: Steady
Total Troops: 100	HD: 1 TOTAL HD: 100
Damage: 1d8 (broadsword)	
Points of Advantage: +1	Movement: 4
Circumstantial PoAs:	Quality: Average
vs. pikemen: +2	Foot Type: Medium Foot
vs. offensive spear: +2	Category: Non-Skirmisher
	Abilities: Swordsmen

The relevant information should be listed on the unit card for ease of reference during play.

The TOTAL TROOPS and TOTAL HD will fluctuate as the battle wears on as attrition takes its toll.

COHESION is described later in this chapter.





SOLO UNITS

Solo units represent individual humanoids or monsters powerful enough to function as their own unit on the battlefield. The Dungeon Master determines what qualifies as a solo unit.

A solo unit is created using the same process as a standard unit, with one key difference:

► **Total Hit Dice is replaced by the creature's normal Hit Point total.**

Solo units can be represented on the battlefield with a poker chip, miniature, or any other suitable marker.

GENERALS

Every army needs a leader. Whoever this character is, he is the most important element to his side. The leader of the army—hereafter referred to as a **general**—can be anyone. This character is responsible for issuing maneuver orders and rallying.

If an army loses its leader, a commander (see below) can take over. If no leaders are left to take command of the army, all remaining units rout. The general also functions as a commander (see below). The Unit Card where the general is located should always be indicated with some sort of marker, as the general of an army must always be visible to his men for morale, and consequently, visible to his enemies.



COMMANDERS

PCs are assumed to be **commanders** in an army, and one player may in fact be the **general** (however, they do not have to be either). If a PC is given a command in an army, he is considered to be a **commander** and may command any number of units (these units become under the player's control).

Unless a PC is a Solo Unit, they are "embedded" into a unit, which is then known as a "leader unit." The PC moves with the unit, performing the same maneuvers as the unit. However, a separate unit statblock is designed for the PC. When the unit in which the PC is embedded attacks, the PC makes a separate attack, using his or her stats as if a Solo Unit.

When the leader unit is attacked by enemy units, the damage is removed from the unit before the PC (therefore the PC does not suffer damage until his unit is first wiped out; the unit in which the PC is embedded becomes a sort of temporary hit points). However, if the attacking unit rolls max damage, then the attacker can choose to apply any of those hits instead to the commander, bypassing the actual unit completely.

No more than one PC or NPC can be embedded in any one unit at one time. Typically, a PC is given an elite bodyguard unit (usually mounted soldiers, between 10-50 strong). If this is the case, the bodyguards become the "unit" with the PC as the embedded Solo Unit. A PC can also be by himself on the battlefield, though this leaves him vulnerable.



If a commander is taken out, then another commander can take control of his units. If there are no more commanders (including no general), the entire army routs and the battle is over.

SCOUTING

When armies are readying for battle, the two sides must play a game of maneuvers in order to see how much intelligence they gathered on the other.

Before the battlefield is set up, the two armies must roll scout checks. This is done by armies' generals making a WIS check. Whoever makes the roll with the greatest difference between the roll and their WIS wins.

Whoever loses must set up his army on the battlefield first. Afterward, the winner can set up his army in response to the loser's placement.



TYPICAL ARMY DEPLOYMENTS & TACTICS

The standard deployment of an army has it divided into four parts, known as "Battles": the vanguard (right), main force (center), rearguard (left), and the reserves (behind the lines). The

army is sometimes deployed in three main columns, with the vanguard in the front, the main force second, the rearguard third, and the reserves held back.

The vanguard usually consists of ranged attackers, such as archers, slingers, spellcasters, and so on. The main force consists of the foot soldiers and heavy cavalry/chariots. The rearguard has light cavalry whose purpose is to protect the flanks, run down routing enemy units, or, if the opportunity presents itself, to be employed against exposed enemy flanks. The reserve units are held back, used for plugging holes in the lines.

The basic strategy is to break through the enemy's lines (in order to disrupt its formation) and then swing back to attack units from the rear or attack the general, hopefully causing them to rout, while simultaneously preventing the enemy from doing the same.

Below is an example of two armies facing off.



REAL-WORLD TACTICS, REAL-WORLD OUTCOMES

These mass combat rules are built to emulate the realities of ancient and medieval warfare. In historical battles, two formed units colliding rarely resulted in immediate devastation. Instead, combat was typically a slow, grinding contest of endurance, with casualties accumulating gradually rather than in sudden bursts.

Victories were usually achieved not by raw killing power but by maneuver—outflanking the

enemy, exploiting gaps, striking exposed sides, or collapsing a weakened section of the line. Once a unit's formation was compromised, its morale often broke long before its bodies did.

This system reflects those dynamics. When a unit is attacked from the flank or rear, or when multiple units concentrate on a single target, the result is not only increased damage but a significantly higher chance of rout. Positioning, timing, and coordinated movement matter as much as raw statistics.

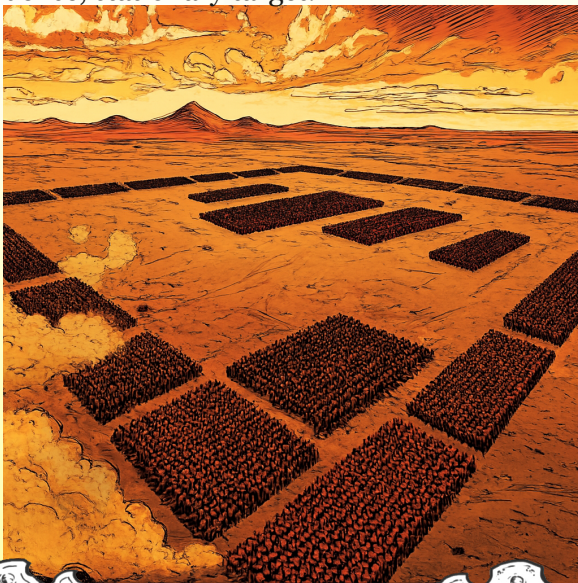
Because the rules mirror real battlefield behavior, players can study historical tactics (phalanx formations, Roman maniples, cavalry wedges, shield walls, and more) and apply those same principles effectively in play.

Below are examples of ancient battlefield formations and the tactical ideas behind them.

THE HOLLOW SQUARE

The hollow square is a defensive formation used throughout ancient and medieval warfare when an army needed protection on all sides, especially against cavalry. The unit forms a box with an open interior, creating a solid wall of weapons facing outward in every direction. This makes it extremely difficult for enemies to flank or break through, and it gives the soldiers inside a strong sense of security.

Historically, armies used the hollow square when they were at risk of being surrounded or when they needed to protect something valuable in the center, such as wounded troops, baggage, or commanders. The formation is strong defensively but slow to move and vulnerable to missile fire because it presents a dense, stationary target.



THE INVERTED WEDGE

The inverted wedge is an aggressive formation built for breaking an enemy line by forcing it to react to a sudden, concentrated push. Instead of forming a point aimed at the enemy, the unit spreads its front into a shallow "V" shape, with the open end facing forward. This shape encourages the enemy to flow inward toward the center, where they become compressed and lose room to maneuver. As they bunch up, their formation weakens, making it easier for the attacking force to hit the sides of the enemy unit and create disorder.



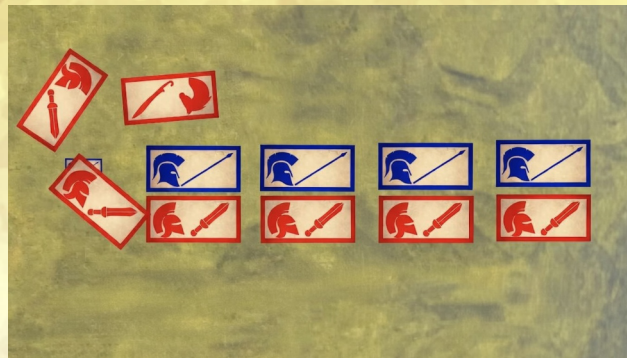
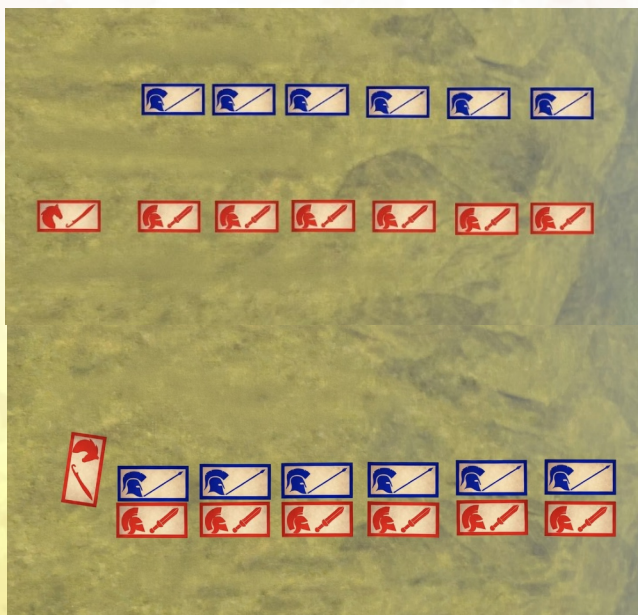
THE OBLIQUE ORDER

The oblique order is a formation built around hitting one part of the enemy line with overwhelming force while refusing or holding back the rest of your own line. Instead of advancing straight across the battlefield, the army angles itself so that one wing pushes forward aggressively while the opposite wing hangs back. This creates a diagonal line of attack, with the strongest troops concentrated at the point of impact.



THE SINGLE DOUBLE ENVELOPMENT

A single double envelopment is a battlefield maneuver built around attacking the enemy from the side rather than trying to break them head-on. In a single envelopment, one wing of your force swings around the enemy's flank while the rest of your line keeps them occupied from the front. Once the flank is turned, the enemy formation begins to buckle, and you can roll up their line from the side.



THE COMBAT ROUND

When the battle is joined, each army's general rolls a 1d6 and adds their WIS or CHA modifier (whichever is higher), plus their level. The armies act from highest to lowest.

Rounds are broken up into phases, with each army acting in order for each phase before moving on to the next phase.

PHASE A : MISSILES

Units with ranged attack capabilities (including spells) can act. The range is 1 space per 10' of normal combat range.

The unit rolls for damage based on their attack, and the attacked unit subtracts an equal number of HD from the TOTAL HD. Solo Units subtract from their HP total. POAs are added to this roll.

A unit that is reduced to 0 HD is removed from the battlefield.

A unit that is hit with missile fire (or ranged spells) may need to make a **Cohesion Test** (see below). Solo Units never have to make Cohesion Tests.

PHASE B : MOVEMENT

Units may now move a number of spaces equal to their Movement. Turn 90 degrees costs 2 Movement Points. Turning 180 degrees costs 4. Units may not move through other units, unless it is a Skirmisher unit. Skirmishers may move through friendly units, but they cannot end their move in the space of a friendly unit.

Moving into the space of a friendly unit costs 2 Movement Points instead of 1. Moving out of the space costs only 1, per usual.



PHASE C : MELEE

Units that are adjacent to an enemy unit may attack. When two units are in contact, they deal melee damage to each other at the same time. Each side rolls its damage and subtracts the result from the enemy unit's Total Hit Dice. PoAs are added to this roll.

If a unit attacks from the flank, it adds +2 to its damage roll. If it attacks from the rear, it adds +4.

Armies act in initiative order. This means that when Army A's turn comes up, its engaged units attack and both sides roll damage simultaneously. Then, when Army B's turn comes up, its engaged units attack and both sides roll damage again. In effect, each clash can produce two exchanges of damage per round, one during each army's turn.

PHASE D : RALLY

Each General and Commander in the army may make a Rally Check. This is done by rolling a 2d6 against a target number of 7. If successful, they may increase the Cohesion Level of any friendly unit on the battlefield by one degree, to a maximum of Steady.

The next round then begins.



COHESION

Each unit has a Cohesion Level (except Solo Units, which do not track Cohesion). The Cohesion Levels are, in descending order:

- ▶ Steady
- ▶ Disrupted
- ▶ Disordered
- ▶ Severely Disordered
- ▶ Fragmented
- ▶ Broken

Any time a unit suffers HITS, it may be subject to a Cohesion Test. The amount of Hit Dice damage determines if a check must be made, based on its Quality Rating:

Poor = 4 Hits
Average = 5 Hits
Superior = 6 Hits
Elite = 7 Hits

If mounted, the number of hits required increases by the HD of a single mount (for example, +3 if mounted on war horses).

To make a Cohesion Test, the player rolls 2d6 against a target number of 7. The player suffers -1 to the roll for each damage above the minimum HITS required to trigger the check (e.g., if a Poor Quality unit suffers 6 HD of damage in a single attack, that unit would make the roll with a -2 penalty).

Failure indicates the unit drops one level of Cohesion. If a unit reaches Broken, it routs and is removed from play.

Not that a Cohesion Test is required for each attack that triggers one. So if a single unit is attacked from the front, from the side, from the rear, and by a ranged unit, and each triggers a check, that unit would need to roll 4 separate Cohesion Tests.

SPELLS

Spells in mass combat must be abstracted to reflect the scale of the battlefield. Spells with an area of effect are handled individually for each spellcaster. If a unit contains ten spellcasters, then normal single-target spells are treated like standard melee or ranged attacks, but area-of-effect spells roll their damage once per spellcaster. Against Solo Units, area-of-effect spells deal their normal damage. Against regular



units, area-of-effect spells deal double their normal damage to represent the density of troops.

Spells that incapacitate, frighten, or otherwise inhibit—such as sleep or fear—are treated like normal attacks. If a spell affects 1d8 creatures, you roll 1d8 damage against the unit's Total Hit Dice.

Some creatures have passive supernatural effects, such as fear auras, petrifying gazes, or death gazes. Any unit adjacent to a creature with such an ability must make one additional Cohesion Test each round they remain in contact with it.

Because magic and supernatural powers do not translate perfectly to mass-combat scale, the Dungeon Master should apply common sense when interpreting their effects. These rules represent the average flow of a chaotic, shifting battle rather than a literal blow-by-blow sequence. Losing troops from a unit does not always mean they were killed; it may represent soldiers being wounded, fleeing, or becoming unable to continue fighting. Likewise, magical effects may disrupt formations or morale rather than simply inflicting casualties, which is reflected in Cohesion Levels and the increased likelihood of rout.

CASUALTIES ROLL

After a battle, each side rolls to see how many of the Troop Losses they took were actual casualties. For example, if a unit of 100 footmen lost 32 Troops during the battle, not each of those are considered permanently lost.

To determine actual attrition, a roll is made based on whether you were the victor or loser (round up):



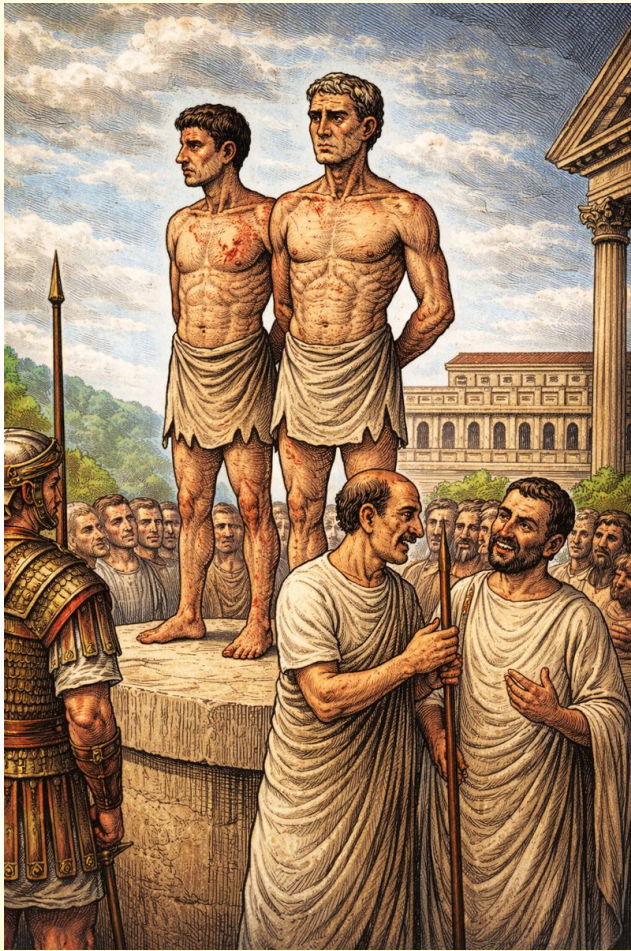
- **Victor (units still on field) :** 1d10%
- **Victor (routed units) :** 1d10% + 10%
- **Victor (annihilated units) :** 1d10 + 20%

- **Loser (units that surrendered):** 1d10 + 20%
- **Loser (for routed units):** 1d10 + 30%
- **Loser (annihilated units):** 1d10 + 80%



PRISONERS & RANSOM

Between two wealthy nations, battles are often fought with but one goal in mind: ransom. While the lowly foot soldier drafted from the peasantry will surely be slaughtered, those displaying their wealth on the battlefield—or whose banners are well known—often are spared, taken prisoner so that their captors might be paid a fee for their release. Some soldiers can become rich off of a ransom; indeed, a king's ransom often takes years to be paid off. Even if they are not worth a ransom, prisoners can be sold as slaves.



SIEGE WARFARE

Permanent fortifications—walled cities, castles, forts, and so on—allow outmanned armies to survive assaults from a superior invasion force. Oftentimes an invading army will bypass such fortifications, content on pillaging the unprotected countryside while the native soldiers cower behind their tall walls. However, sometimes the goal is not plunder, but to

conquer. In these times, a siege is required.



A siege is when an invading army blockades a fortification in hopes of either starving out the defenders, or by assaulting and overcoming their defenses. There are several different tactics one can use during siege warfare, outlined below.

STORMING THE WALLS

The most direct method of taking a fortification is by storming the walls. The most common method is by using assault ladders. Assume any dismounted unit has enough ladders with their baggage train to storm a wall.

Mounted units, without the aid of magic or flight, cannot storm a wall.

Defenders are at a distinct advantage in this case, and a small force can typically hold off a force many times its size. First, unless the attacker somehow has higher ground (such as with a siege tower, see below), the defender gains a PoA equal to the height of the wall divided by 10 (rounded down) against units



attempting to storm the wall.

CREATING A BREACH

Creating a breach is the strategy of using siege engines to knock a hole in the enemy's walls to permit one's soldiers to enter the fortification. However, creating a sizeable breach large enough for a unit to squeeze through takes time, requiring patience, a lot of siege engines, and a lot more ammo.

MANNING A WALL

For the sake of simplicity, assume that a wall, no matter its size, is thick enough to hold one unit (i.e., one Unit Card). The amount of damage a wall can take before it is breached depends on

the type of city for which it was designed to protect. Refer to the **Structures and Strongholds** chapter for more information about walls.

Rather than rolling for each and every siege engine, figure that against a small town's wall, heavy catapults can do 30 points of damage per hour each, trebuchets can do 40, and light catapults and ballistae can do 20.



Against every other type of fortification, heavy catapults can deal 20 points of damage per hour, trebuchets 30, and light catapults and ballistae 10. Armies can fire their siege engines at fortifications from sun up until sun down (figure 12 hours per day). Some Dungeon Masters might allow units with darkvision to continue firing through the night.

Unfortunately for the attackers, the defenders can repair the walls under cover of darkness. Each unit can repair 20 structure points to any one section of the wall each night (even if the section has been reduced to 0 structure points). Some powerful cities might keep extra scrolls of *wall of stone* and *wall of iron* to seal breaches.

Any unit occupying a section of wall that suffers a breach immediately suffers 1d6+4 hits.

UNDERMINING

Also known as sapping, undermining is the art of digging a tunnel to the enemy's walls, setting ablaze the timbers upon which the wall rests, and collapsing it.

Mining tunnels are typically very narrow, usually around four feet high and four feet wide. With a successful INT check, a single unit can dig 10 feet per day, and no more than one unit can work on any one mine at a time.

Dwarf, gnome, and kobold units can dig 20 feet per day. Once it reaches the wall, a single mine will destroy a single section as the troops torch the supporting timbers. To prevent this, defenders often create their own countermines, digging tunnels to intercept the enemy mines. For these encounters, assume the tunnels can hold one unit at a time.

IT'S A MAGICAL WORLD

Magical creatures can lay waste to even the most cleverly designed fortifications. Drow riding atop giant spiders with the ability to climb over walls or trained bullettes used for undermining are just a couple of examples. As such, in most fantasy worlds, engineers would no doubt create a wide host of contingencies to counter such threats.

STARVING A DEFENDER

During a siege, it is possible to cut the defender off from the outside world, making him unable to bring in new troops, new supplies, or new food. If an attacker is patient enough, he can outlast the defenders, as eventually they will starve.

There is much risk to this strategy, however. The longer an attacker waits, the greater a chance there is that his army will contract disease, that reinforcements will arrive to aid the besieged city, that smugglers will break the blockade and deliver food and supplies, or that the defenders will strike a surprise sally, taking him off guard.

In order to effectively lay siege with the goal of starving out the defender, the attacker must have an army that is at least 33% the size of the settlement's population (an army's camp followers counts toward this requirement). For example, it would take an army with at least 8,250 creatures in order to lay siege to a metropolis with a population of 25,000 (5,000 families) with the goal of starving them out.

How long a city can last before finally surrendering depends on its settlement size:

Hamlets (74—)	1 month	Lose 1d20 × 4% of population
Small Village (74—99)	5 weeks	Lose 1d20 × 4% of population
Village (100—159)	6 weeks	Lose 1d20 × 4% of population
Village (160—249)	7 weeks	Lose 1d20 × 4% of population
Large Village (250—449)	2 months	Lose 1d20 × 4% of population
Small Town (450—624)	6 months	Lose 13% of population each month
Large Town (625—1,249)	1 years	Lose 6% of population each month
Small City (1,250—2,499)	2 years	Lose 3% of population each month
City (2,500—4,999)	30 months	Lose 2% of population each month
Large City (5,000—9,999)	3 years	Lose 2% of population each month
Large City (10,000—14,999)	39 months	Lose 1% of population each month
Large City (15,000—19,999)	42 months	Lose 1% of population each month
Metropolis (20,000—39,999)	45 months	Lose 1% of population each month
Metropolis (40,000+)	4 years	Lose 1% of population each month



SACKING A SETTLEMENT

If you conquer a settlement, you have the option of sacking it. To sack it means to allow your army to steal and pillage whatever they can. This reduces the city's population to only 1d20% of whatever is left at the time the sacking occurs.

How much you gain depends on the size of the settlement BEFORE a siege or attack began.



ARMY UPKEEP

Below is the average cost for common troop types (1 soldier) in the **Middle Sea** campaign setting:

- **Knights or Heavy Cavalry:** 40 cp a day
- **Medium Cavalry:** 30 cp a day
- **Men-at-arms (esquires):** 12 cp a day
- **Infantry:** 8 cp a day
- **Pike or spearman:** 4 cp a day
- **Bowmen (short) or slingers:** 10 cp a day
- **Crossbowmen:** 12 cp a day
- **Longbowmen:** 14 cp a day
- **Hobilars or light cavalry:** 20 cp a day
- **Charioteer:** 20 cp a day
- **Elephanteer:** 50 cp a day
- **Spellcasters:** 60 cp a day

Note that these are costs for raising and supplying your own troops, which is different from hiring mercenaries.



Hamlets (74—)	1,400 cp	100 slaves
Small Village (74—99)	1,750 cp	150 slaves
Village (100—159)	2,500 cp	200 slaves
Village (160—249)	4,000 cp	300 slaves
Large Village (250—449)	7,000 cp	525 slaves
Small Town (450—624)	15,750 cp	800 slaves
Large Town (625—1,249)	40,120 cp	1,400 slaves
Small City (1,250—2,499)	100,000 cp	2,800 slaves
City (2,500—4,999)	200,000 cp	5,600 slaves
Large City (5,000—9,999)	725,000 cp	11,500 slaves
Large City (10,000—14,999)	1,000,000 cp	18,800 slaves
Large City (15,000—19,999)	1,500,000 cp	26,250 slaves
Metropolis (20,000—39,999)	2,500,000 cp	45,000 slaves
Metropolis (40,000+)	3,000,000 cp	75,000 slaves



TYPES OF ARMIES

This section is for drafting your own armies. The various nations of the **Middle Sea** might have different units or different pricing than those listed here (see the **Middle Sea Dungeon Master's Guide**), but below are the prices for soldiers for your own domain, should you ever rule one.

Failure to pay soldiers or spellcasters results in desertion (those not paid, flee). Failure to pay mercenaries might result in them pillaging your towns and cities.

NOTE: The initial purchase of a soldier varies in price depending on equipment. Add the price for the arms and armor in addition to one month's pay per soldier for initial investment. Enlisting soldiers always draws from the population (e.g., if you levy 30,000 soldiers, your city's population drops by an equal amount). It takes four months of training before a soldier is ready for combat (otherwise their Quality Rating is POOR). You do not have to pay for soldiers' food while they are stationed in a settlement, permanent fortification (not including marching camps), or garrisons.



MUSTERING ARMIES

The method of mustering armies varies depending upon the type of government, and the methods can be divided into four separate categories: tribal, feudal, professional, and mercenary, each described below.

TRIBAL

Tribal societies (such as the Nordvanir, the Denaari, the Mauretanian hill dwarves, and the Thanes) are typically defined by their warriors. Farming, the care of the home, cooking, the and the raising of children are usually handled by the women, the old, the handicapped, and the weak,

while the warriors engage in raids against their neighbors for glory, plunder, or revenge.

Tribal societies do not have standing armies or paid soldiers of any kind. Every able-bodied man in the society is a fighter when the need or desire arises, whether that motivation is driven by defense against an enemy or a raid against a neighbor.

There is no distinction between soldier and citizen in a tribal society, only the strong and the weak. Figure 1/5 of the society's population can be called up to fight, each supplying his (or her!) own arms and armor.

Tribal societies are largely hierarchal, with men on the battlefield deferring to the orders of their chief. The chief only holds his power through strength, fear, and victories in battle. Once a challenge to his power goes unanswered or he displays any weakness, it is not long after before he is replaced with a younger, stronger man.



Tribal tactics on the battlefield are largely based on personal glory, so unified battlefield tactics are often rare, and long-term campaigns practically unheard of.

However, what they lack in logistics and cunning they make up for with numbers and brute savagery.

There is no formal training in a tribal society. Instead, young men simply imitate their fathers and the other older men of the tribe, often pitting themselves against their peers in tests of courage and strength.

Since tribal soldiers are not professional soldiers, they do not have ranks, they do not have uniforms, and they do not have standardized weapons (though most tribes often use the same types of weapons as their fellows, based on their culture). However, chiefs and other powerful men typically surround themselves with a retinue of semi-professional

warriors, experienced and deadly men who have proven their worth in battle.

FEUDAL

The feudal societies in the **Middle Sea** are in the Keln Kingdoms. Like tribal societies, feudal societies do not pay for a standing, national army. In a feudal system, each vassal owes the lord military service. If he runs a sizeable manor, he must also provide troops. These troops must be equipped at the expense of the lord, and the lord typically provides livery emblazoned with his heraldry so that his men might be recognized on the battlefield. Typically, a lord will keep an armory on his manor for just such occasions. However, for yeomen whose lord cannot afford weapons (or if the swords in the armory are rusted and the arrow shafts are warped), then making due with farm implements must suffice.

Minor lords might only be able to bring a handful of infantry and archers, plus his retainers which include pages and squires, while more powerful lords might be able to provide several hundred.

A typical arrangement might include the following:

- ▶ **A lord**
- ▶ **14 knights**
- ▶ **60 squires**
- ▶ **82 archers**

For towns and cities, a county assessor known as an “arrayer” (men who have considerable clout and operate with the king’s authority) is sent to determine how many men, known as a “levy,” must be provided for the king’s service. Like the lords of manors, the city must pay the cost for equipment. Often a town will simply provide its city militia, though this leaves their town vulnerable to crime, civil unrest, and attack.

These soldiers, whether fighting for a lord or their town, are expected to fight unpaid. It is generally expected that they will not have to leave the kingdom and that their term of service will not extend beyond the beginning of autumn. However, if the king should require of them a longer campaign, or one that takes them into a foreign land, then the men expect to be paid a daily wage.

Some feudal kings supplement their vassals’ armies with contracts of indenture.



These contracts are written up in the presence of a notary for either a noble, man-at-arms, or a knight. The contracts are written twice, side by side, and down a long length of parchment, signed on both sides. A knife is then used to cut an irregular line down its center, dividing the contracts and ensuring that no forgeries can be made. Each contract is then independently sealed with wax.

With the contract, the signee has the authority to muster a retinue. The retinue is a predetermined amount of men, typically archers and foot soldiers.

When the signee arrives at the muster point for the military campaign, the arrayer inspects the men, and if it is in keeping with what was agreed upon, pays the man (who then pays his men) half the agreed upon price up front, with the other half kept for completion of the campaign. If the campaign is expected to last a long time, then the payments generally occur every six weeks.

Men-at-arms often sign contracts of indenture for the extra money, promising to be able to provide more men. Most men-at-arms can provide, from their own retainers, a small company known as a “lance,” which typically contains himself plus two or three archers, though some wealthy men-at-arms might be able to provide a considerable amount more, plus whatever they manage to gather for the mustering roll call.

Lances are generally gathered together to form a post, and several posts are grouped together to form a single banner.

Some men might be able to get out of being levied by paying a small tax (known as a “shield tax”). This tax is then used by the king to hire mercenaries (see below).

Unlike a professional army, a feudal

army's command structure is not uniform. Soldiers are under the command of whoever directly leads them. Often, a lord will select captains (for example, a unit of 100 archers might be led by a centinar, while every 10 archers will be commanded by a vintinar, and every 80 infantrymen might be led by a centurion, and so on) in order to help keep his men both disciplined and unified, but that rank holds no authority outside of the lord's men.

While in theory lower-class citizens must obey anyone of a higher social standing, it is not possible for a lord to simply march over to another lord's men and begin ordering them around (with the exception of the king, who can seize command of any men at any time that he sees fit, though he rarely does so). Likewise, a city militiaman in one town holds absolutely no authority in the next town (or even the next village). Despite these drawbacks, feudal lands tend to create some of the most highly skilled warriors among the nobility in the form of men-at-arms and mounted knights. But though these armies can be quite large, once the campaign is complete, it quickly disbands.

As mentioned before, landed gentry often have retainers. However, since the amount of retainers often translates to power, the maximum amount of retainers a lord may have is determined by his social standing.

A typical arrangement is as follows:

- ▶ **king 600**
- ▶ **duke 240**
- ▶ **marquis 200**
- ▶ **earl 140**
- ▶ **viscount 80**
- ▶ **baron 40**
- ▶ **knight 16**

Running a feudal society in many ways is similar to running nations with a citizen army, in that the king does not pay for a permanent, standing army. Instead, his vassals muster troops when the king calls his banners together for war. While there may be towns and cities in a feudal society, the economic backbone of a feudal society is the manor, which is a self-sustaining plot of land governed by a lord, and they will far outnumber any urban centers.

The true power of the feudal system lies with the knights and esquires (also known as men-at-arms). Like a citizen-army nation, the feudal nation calls upon troops during times of

need. However, unlike a citizen-army nation, feudal armies provide elite warriors that have trained since childhood. The king can muster a number of troops depending on how many hexes you control. These troops can fight for 4 months before demanding to return home. If they remain in the field longer, you must pay them a daily wage. You must still pay for their food.

The number of troops per hex are as follows, based on 35% arable land, and that land being granted to knights (average 1,500 acres per knight).

TROOP DISTRIBUTION PER HEX

The following military forces are calculated based on 35% of the land being arable, with that land allocated to knights at an average of 1,500 acres each:

- ▶ **300 Mounted Knights:** Equipped with heavy armor, swords, lances, and shields
- ▶ **1,200 Men-at-Arms:** Equipped with heavy armor, swords, and shields
- ▶ **1,500 Archers:** Equipped with light armor, longbows, and daggers
- ▶ **7,500 Yeomen:** Equipped with light armor and either a sword or spear (player's choice)

Note: Many feudal lords augment their forces with hired mercenaries.



CITIZEN ARMIES

Some nations and cultures do not have permanent, standing militaries, such as tribal societies or some city-states (the lands of Xellandra and Thessadonia are two examples).

Instead, these communities call their citizens to arms whenever there is a threat, or whenever they plan on conducting a raid on a neighbor. While there are pecuniary advantages to such a system, oftentimes the quality of the troops, in discipline, equipment, and fighting ability, will be inferior to that of professional militaries.

If you are ruling such a society, you may call upon a number of troops equal to 1/10 of your settlement's population (round down). A tribal society can call upon a number of troops equal to 1/5 of its settlement's population (round down).

For example, a civilized metropolis with 25,001 people can muster 2,500 troops, while a tribal society with an equal population can muster 5,000.

Since the soldiers of a citizen army provide their own arms and armor, you do not have to equip them. You also do not have to pay them wages (unless the campaign lasts longer than the traditional campaign season, which is from Spring until the beginning of Autumn).

The kind of troops mustered are outlined below:

► **50% light infantry:** 1st-level warriors armed with simple weapons and equipped in light armor.

► **15% archers:** 1st-level warriors armed with short bows and equipped in light armor.

► **15% slingers:** 1st-level warriors armed with slings and equipped in light armor.

► **10% medium infantry:** 2nd-level warriors armed with spears and equipped in shields and medium armor.

► **10% cavalry:** 2nd-level warriors armed with longswords and equipped in light armor. They ride heavy warhorses with no barding.

A nation can have either a citizen army or a professional army, but not both, though it can switch between the two.



PROFESSIONAL ARMIES

Lands with a professional army maintain a fighting force year round, with a standardized system of rank, training, and deployment, all under a central authority figure (typically a king or emperor). Normally, age of enrollment will be between 17 and 46, with the average age of enrollment being 20.

In order to enroll, a recruit will present himself at the recruiting station (usually found in major cities), armed with a letter of introduction that would include letters of recommendation written by a patron, the head of his family, or perhaps a city official or local authority figure.

The interview process would be conducted to determine the applicant's legal and social status, his health and physical fitness, and his character.

If accepted, a recruit will then be assigned to a unit, and travel with a group of other recruits under a commander to wherever his unit is currently stationed.

Then he will spend the next four months in training, where he learns drills, battlefield tactics, siege works, how to set up a battlefield camp, and general procedures with his fellows. Certain tradesmen are highly valued by recruiters, including armorers, butchers, smiths, huntsmen, bowyers, barbers, wainwrights, surgeons, and so on.

Those who display an aptitude for mathematics and literacy are often recruited as clerks, logistic officers, and secretaries.

Most soldiers sign on for a term of service of a minimum of 15 years. Leaving the military without special dispensation is considered desertion and is punishable by death. Pay is usually given four times a year (at the changing of the seasons), and nations'



leaders typically mint their coins with their likeness, a pecuniary reinforcement that reminds soldiers where their loyalties should lie. Soldiers who do not receive their pay, however, are quick to desert (or worse—revolt).

During times of peace, soldiers act as city garrisons, are deployed for building projects or tax collections, or any other various tasks for the bureaucrats.

Some nations do not have the funds to maintain a standing army year round. In these cases, laws are written that demand each free citizen who owns land are a certain amount of property to put his name in a military register and serve a certain amount of days out of the year (usually between spring and summer). The man's rank and role in the army is determined by his social standing (which in turn dictates his equipment; generally, families that are wealthy enough to own horses are granted a higher social status, since their ability to form a cavalry during a campaign is highly valued).

If there is a conflict, a general mustering is gathered, with government officials granted the authority to summon these men to battle, at which point they have so many days to report for duty before they are declared criminals.

After the campaign, the army is disbanded and the soldiers return to their fields. While similar in some ways to feudalism, the difference lies in the command structure, with the army (or armies) under the direct command of a centralized authority and with rank outweighing regional consideration (e.g., a captain in one town is still a captain, with just as much authority, in the next town). In either case, it is very unlikely that a commoner will rise to the rank of officer, since mostly only people of good birth are given such honors, but it is not unheard of. If a soldier proves his worth, he may very well one day climb to the rank of captain or even general.

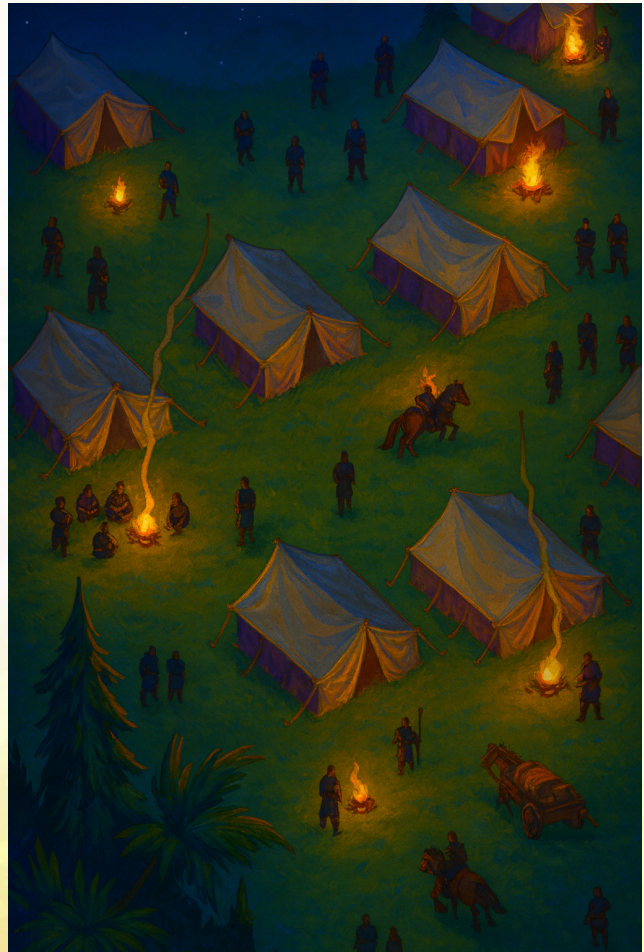
MERCENARIES

Known as “companies of fortune” or “free companies,” mercenary bands make up the backbone of many armies. Mercenaries are hired swords, fighting a particular campaign for whoever gives them gold. While often better equipped and more experienced than levied armies, mercenary companies hardly ever fight to win, since once the war is over, their

payments cease. There are many tales of mercenaries purposefully losing battles, avoiding a city they were ordered to attack for a less well-defended (and strategically unimportant) city for better plunder, and so on.

Even worse, once the campaign is over, mercenary companies often turn to banditry, or wide-scale looting and pillaging until they can find another war to join.

There is no set period of time or procedure for when a mercenary band hires new recruits. Usually a mercenary captain will hire in between campaigns in an effort to make his company seem more appealing to a potential client, or he will promise a monarch that he can deliver so many troops of so many types, and then put out a general recruitment call in nearby cities, promising glory, women, and plunder.



BAGGAGE TRAINS

When two armies meet across a battlefield, they typically do so with their baggage trains safely in camp behind their respective lines, at their base camp. It takes a great deal of logistics to keep an army running, including food, medical supplies, extra weapons and armor, clothes, firewood, laundresses' cauldrons, pots and pans, horseshoes, nails, tents, and in some larger armies, even pawnbrokers' stalls. But of course, the most important commodity in a baggage train is gold, without which an army will very quickly disintegrate.

Typically there is one wagon for every eight individuals in an army, though this number can be higher if there are a lot of high-ranking officers, who normally bring along their own pavilions and personal staffs. Each wagon requires two drivers and four horses.



In addition to the supplies and money, a baggage train also has a large number of non-combatants who are needed to keep the army running, such as armorers, healers, laundresses,

butchers, cooks, drivers, clerks, treasurers, slaves, and prostitutes, among others. The number of camp followers is, on average, approximately $1/5$ to 1.5 times the amount of combatants. Thus, an army of 10,000 will need approximately 2,000 to 15,000 non-combatants to keep it running, depending largely upon how much and what type of equipment is used, how far the army is traveling, how long the campaign is, and various other factors. Usually standing, professional armies need less support while feudal armies require the most.

Tribal armies, which usually gather only for very short campaigns (such as raids or single battles), require the least.

Since the baggage train contains all of the wealth and possessions of an army, entire units have been known to abandon the front lines in order to defend it if it is threatened. Conversely, attacking units, once broken through the enemy lines, have been known to ignore orders and rush off to pillage the undefended enemy camp.

To reflect this reality, anytime a player's units have a clear shot toward a lightly or undefended enemy camp, the commander of said units (typically this will be the player's character) must make a discipline check for the unit (a CHA check, adding the character's level). Failure means he has lost control of them, and the units head straight for the baggage train to steal as much wealth as they can. Consequently, if this happens, then the players whose camp is being pillaged must roll for any units they have that are not presently engaged in melee battle. Failure means those units flee the battlefield and rush to protect the baggage train.

Wise leaders will leave a few units to protect the camp during a battle to prevent this from happening.

ON THE MARCH

Armies typically march in long columns, four to six men abreast, depending on the width of the roads upon which it travels. Each row of men, factoring in the average from the wagons, takes up six feet. Therefore, in order to determine the length of an army column, divide the total number of individuals by five (average) and then multiply by six feet.



twice the normal rate per day.



For example, an army containing 10,000 people (including the camp followers) while on the march will stretch out over $(10,000/5) \times$ six feet, or 2.27 miles.

Scouts are deployed well ahead of the column, with the baggage in the center where it can more easily be protected. When the terrain allows it, units are stationed well out to the flanks of the baggage for extra protection.

During spring and summer, a typical army can, under reasonable weather, travel 15 miles per day, plus 1 mile per Charisma modifier of its general. In heavy rains over muddy territory, this is reduced to only 25% (round down).

If the army is relying on foraging, reduce the amount of miles traveled each day by six + 1d4 miles per day.

This rate is further reduced by 1/6 (round down) over broken or hilly terrain. Travel over well-kept roads increases the movement by 1d4+4 miles per day. Unaccompanied mounted troops can travel





ALTERNATE DAMAGE RULES

Combat, in its truest form, is rarely clean or binary. Heroes do not simply stand unscathed until the moment they collapse lifeless to the ground. Steel glances off armor. Blows are turned aside at the last instant. Fighters grow weary, their breath short, their focus strained, until, at last, a strike lands true.

This chapter presents an optional damage system for players and Dungeon Masters who wish to model combat in a more grounded and narrative-driven way. Under this system, hit points no longer represent purely physical injury. Instead, they function as a measure of endurance, luck, skill, and defensive awareness; a buffer that protects a character from true harm. So long as a character has hit points remaining, any loss can be described as near-misses, fatigue, minor scrapes, or the gradual erosion of their defenses. The blade turns at the last moment. The arrow grazes. The shield absorbs the worst of the blow. The character is being pushed closer to their limits, but not yet truly wounded.

Only when a character's hit points are reduced to zero do they begin to suffer real, lasting injury.

At this point, further damage drives the character into negative values, and each discrete instance of damage inflicts a Wound. The severity of each Wound depends on the amount of damage taken in that single blow, representing the brutal reality of a strike that lands cleanly.

- 1 to -2:** Light Wound
- 3 to -4:** Wound
- 5 to -7:** Major Wound
- 8 to -9:** Mortal Wound
- 10:** Death

For example, a character with 3 hit points remaining who suffers 6 damage is reduced to 0 hit points and sustains a Wound (taken to -3).

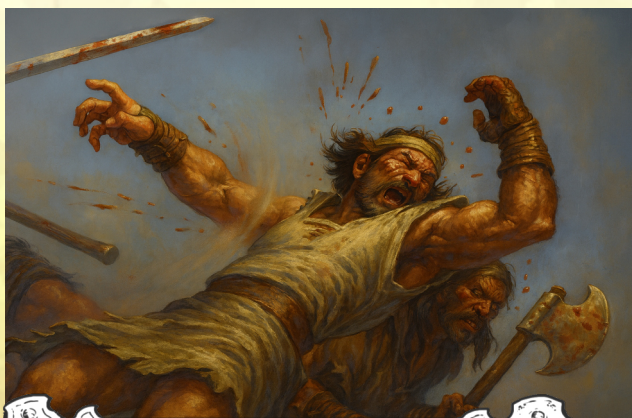
From that moment forward, their hit points remain at 0, and all further harm is tracked as Wounds rather than abstract damage. If that same character later suffers an additional 5 damage in a single blow, they incur a Major Wound.

Unlike traditional systems, characters may continue to fight even after suffering grievous injury, but each wound carries consequences. These effects are cumulative, steadily degrading a character's ability to act, survive, and press on.



This system is intended for use with player characters and significant NPCs (i.e., those whose struggles deserve to be felt moment by moment, blow by blow). It transforms combat from a race to zero into a story of endurance, attrition, and consequence, where every strike that lands truly matters and contributes to a narrative.

The rules that follow detail the effects of each Wound level and how they shape the battlefield.



Damage Table		
HP reduction	Injury Result	Description
-10	Death	Death is immediate. The physical manifestation of the injury varies according to the attack. The attacker invariably destroys a vital area of the victim. At the Dungeon Master's option, a successful CON check indicates instead a Mortal Injury.
-8 to -9	Mortal Injury	Injury consists of irreparable damage that results in protracted death. SHOCK TEST at -4 penalty. -4 penalty to all actions, including initiative. The injury involves the destruction of a vital region of the body. Heavy bleeding (internal and/or external) likely. Magic is required to save. Death in 1d10 minutes.
-5 to -7	Major Injury	Devastating but not innately lethal. SHOCK TEST at -3 penalty. -3 penalty to all actions, including initiative. Damage might be dismemberment, broken/dislocated bones, severe concussion, cut ligaments, heavy bleeding. Victim must make a SHOCK TEST every round until aid is applied or goes into shock. Healing time = 18-CON weeks (minimum 1).
-3 to -4	Wound	Injury is serious and needs medical attention. SHOCK TEST at -2 penalty. -2 penalty to all actions, including initiative. Fractured bone, injured muscle, wounded flesh. Wound will heal in 18-CON days (minimum 1).
-1 to -2	Light Wound	Injury is minor. SHOCK TEST at -1 penalty. -1 penalty to all actions, including initiative. Bruises and superficial cuts. Wound will heal in 15-CON days (minimum 1).



SHOCK TEST

A shock test is a CON check. If it fails, the character gains one **LEVEL OF SHOCK** per number failed (e.g., a roll of 17 against a CON of 14 results in 3 **LEVELS OF SHOCK**).

The levels of shock from one hit cannot exceed a total based on the level of Wound: Light Wound = 1 level; Wound = 2 levels; Major Injury = 3 levels; and Mortal Injury = 4 levels.

PHYSICAL PENALTY

The Physical Penalty applies to all action rolls (initiative, attacks, ability checks, and so on). The penalties are cumulative for each Wound.

HEALING

Healing follows the standard rules for recovery as per Old School Essentials. Wounds can be healed with magic, with the number of hit points required depending on the severity: 2 for a Light Wound, 4 for a Wound, 7 for a Major Wound, and



9 for a Mortal Wound. If a character receives magical healing and is not at maximum hit points, they may choose to heal either their standard hit points or one of their Wounds.

LEVELS OF SHOCK

Shock Levels are cumulative. Once battle is concluded, 1 level of shock is reduced per minute. If in a coma, that lasts 1d6 days.

LEVEL	DESCRIPTION
10	Death
9	Coma
8	Unconscious
7	Incapacitation
6	Stunned (can only crawl)
5	Delerium (cannot use magic)
4	Minor delerium (half movement rate)
3	All mental skills are at -2
2	Disoriented (all mental skills are at -1)
1	Minor disorientation





TORTURE RULES

Dungeon Master: With an ominous chuckle, the tiefling throws back the soiled cloth, revealing an array of savage instruments with reddish-brown stains that coat the sharp, jagged steel and betray their sinister purpose.

You squirm against your bindings as she lifts a pincer-like instrument with a measured slowness, grinning widely at your reaction.

“Now my stubborn friend, you will tell me everything I want to know,” she purrs softly while approaching, snapping the pincers open and shut with a menacing cadence.

Player: Whatever, I have 80 hp left. Bring it!

There are many great dramatic moments throughout cinema and literature where a hero is faced with the unspeakable evils of torture, pitting willpower, conviction, and resolve against the antagonist’s cruel imagination.

Recreating such moments in an RPG, however, often proves to be far less exciting. Typically, a DM finds himself suddenly playing the role of a director attempting to deal with a stubborn character actor:

Dungeon Master: No, no, no! You’re in a lot of pain! That would hurt so much you wouldn’t be able to think straight!

Player: But I still have 20 hp! What’s my motivation? Pfft, this is ridiculous. I’ll be in my trailer, calling my agent!

Roleplaying mechanics are often at odds with the recreation of such grim simulation. The rules presented here are designed to give DMs a tool to facilitate the sense of fear and anticipation between the moments of the torturer’s demand and the actual torture.

The first step when subjecting a character to torture is deciding on its severity: mild, moderate, or severe. The exact methods are left purposely abstract, allowing the use of any technique. For example, you may deem flogging as merely mild torture and the rack as moderate while some insidious form of magical torture is severe.

Once the method of torture is revealed to the character, place the torture table before the player. The message is simple: talk or roll. Each table presents a number of various



consequences; among them, some that are relatively innocuous, indicating the character’s chance of resisting the torture effectively. This slim margin is what a player must decide against: talk or take a chance and roll?

In the above situation, let’s assume the tiefling is applying moderate torture to the obstinate character:

Dungeon Master: With an ominous chuckle, the tiefling throws back the soiled cloth, revealing an array of savage instruments.

(Tosses the moderate torture chart down before the player.)

Player: Ummm.... (sizing up the chart)

Dungeon Master: “Now my stubborn friend, you will tell me everything I want to know,” she purrs softly while approaching, snapping the pincers open and shut with a menacing cadence.

(DM holds out a d12 for the player to roll, should he choose not to talk.)

Player: Ummm.... (Listens as the other players in the group frantically toss out their advice) I’ll... I’ll roll! (Snags the die and rolls a 4.)

Dungeon Master: Ouch! You suffer 2 points of ability drain to your Charisma. The tiefling brutally yanks out your two front teeth with her cruel pliers!

Player: Aagh!!!

Dungeon Master: “Are you ready to talk, my darling?” she asks sweetly. (DM holds out another die.)

While the ultimate goal of the NPC is to get the

player to crack, this method allows players to participate in torture through their rolls as well as their decisions to heroically brave the odds. If they are lucky, obstinate characters might be fortunate enough to pass out from accumulated nonlethal damage before suffering too much permanent damage.

DMs are encouraged to create their own torture tables, though in order to elicit the desired psychological reaction from players, it should be noted that the tables must not seem impossible to beat— there should always be the sense, no matter how minor, of hope.

(NOTE: Ability drain, like level drain, is permanent unless restored by a *restoration* spell, while damage heals at 1 point per day.)

Mild Torture	
Roll 1d10	Effect
1	2 points of STR drain
2	1d10 points of nonlethal damage
3	1 point of CON damage
4	1d10 points of nonlethal damage
5	Deafened or blinded (DM's choice) for 1d3 days
6	1d10 points of damage
7	1 point of STR damage
8	1 point of DEX drain
9	1 point of DEX damage
10	1d10 points of nonlethal damage

Moderate Torture	
Roll 1d12	Effect
1	1d12 points of nonlethal damage
2	1d12 points of damage
3	2 points of INT damage
4	2 points of CHA drain
5	Permanently blinded
6	2 points of STR drain
7	1 point of CON damage
8	1d12 points of nonlethal damage
9	2 points of DEX drain
10	2 points of WIS damage
11	1 point of CHA damage
12	1d12 points of nonlethal damage

Severe Torture	
Roll 1d20	Effect
1	4 points of DEX and STR draining
2	2 points of CON damage
3	2 points of WIS drain
4	4 points of STR drain
5	3d4 points of nonlethal damage
6	Right of left hand permanently destroyed
7	3d4 points of damage
8	1 point of INT drain
9	2 points of STR drain
10	2 points of CHA drain
11	Permanently blinded
12	1 point of CHA drain
13	4 points of CON damage
14	Permanently paralyzed from the waist down
15	4 points of DEX damage
16	Permanently mute (tongue or voicebox destroyed)
17	2 points of CON drain
18	Permanently deafened
19	2 points of INT drain
20	3d4 points of nonlethal damage





SPELL MAGIC

In the **Middle Sea**, arcane magic is not a mechanical recitation of words. It is a negotiation. Every spell is an appeal to a specific class of spirits, cosmic forces, or stellar currents. Preparing a spell means identifying which powers are ascendant, which are dormant, and which are willing to answer on the day.

This makes spell preparation closer ceremonial magic. A wizard studies the position of stars and wandering planets; the temperament of local spirits; the auspices of the day and hour; and the symbolic correspondences tied to the desired effect.



A spell is prepared when the caster determines which spirits or cosmic forces are favorable for that effect on that particular day and binds that appeal into their mind. Because a single set of forces cannot be petitioned twice in a row, the same method cannot be used more than once per day. To cast the same spell again, the caster

must study a different set of spirits or cosmic influences capable of producing the same result, appealing to a new pathway of power rather than repeating the previous one.



This preserves the Vancian structure while giving it a metaphysical logic rooted in ritual magic rather than rote memorization.

A wizard's morning is not spent memorizing syllables. It is spent consulting star charts invoking or placating minor spirits performing symbolic gestures or meditations tracing sigils that attune the mind to a specific cosmic resonance

Each prepared spell is a sealed petition, a temporary agreement with the forces that govern that effect.

Scrolls, wands, staves, and enchanted objects work differently. Instead of relying on the caster's daily alignment, they preserve the appeal made at the moment of creation.



A scroll is a frozen ritual. The scribe performed the full appeal—invoked the spirits, aligned the symbols, and sealed the pact—then trapped that moment inside the parchment. When someone reads the scroll, they are not making a new appeal; they are releasing the old one.

Magic items function the same way. Their enchantment is the result of a powerful, carefully timed appeal that has been permanently bound into the object. The spirits continue to answer because the item maintains the conditions of the original pact.

This explains why magic items work regardless of the day's omens or the caster's preparation: the appeal is already made, already accepted, and permanently anchored.

DUNGEON MASTER'S GUIDE

This document was initially going to include everything about my homebrew setting, but now that I've gotten through all of the rules, I realize it's far too large for a single PDF (this one is already going to be over half a gig, it looks like).

Therefore, I'm splitting this up into three books. This Core Rulebook will serve as a traditional Player's Handbook, so it can safely be given to players without spoiling any behind-the-scenes fluff.

The next one I'll work on is the Dungeon Master's Guide, which will contain some new magic items and the campaign setting info. It's currently Spring of 2026, and I hope to get through the DMG by end of summer.

When it's finished, I'll upload it here:

[NERD FOLDER](#)

When I'm finished with the DMG, I'll get to work on the Monster Manual.

Following this page are several pre-made characters for players. They can also be used as NPCs.





ESHA

Lawful 1st level Human Ranger

ABILITY SCORES

STR	11	DEX	15
INT	10	CON	11
WIS	10	CHA	14

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	3

	Armor Class
AC	2
	mail, round shield, DEX modifier

MEL	0	STR modifier to melee att./ damage
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MIS	+1	DEX modifier to missile attacks
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SAVING THROWS

D	12	Death, poison
W	13	Magic wands
P	14	Paralysis, petrification
B	15	Breath attacks
S	16	Spells, magic rods, magic staves
+	0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+1	DEX modifier to initiative
+	+1	CHA modifier to reaction rolls
Mv	20'	Movement rate per round

Esha is a human ranger from the Kingdom of Androlia on the isle of Keln, a land of green hills, feudal manors, and close-knit villages. She was born on a small manor where her father served as the village brewer, a position that gave him a modest but respected place among the common folk. Because of this, Esha grew up with a bit more status than most village children, often treated kindly by the locals who valued her father's craft. Her mother died giving birth to her, so Esha was raised by her father alone, learning early to help around the brewhouse and developing a practical, self-reliant nature. Her life changed abruptly when she was fourteen. A pox swept through the village and took her father within days, leaving her alone in a world that had little mercy for an orphaned girl. The local lord quickly decided her fate, arranging to sell her in marriage to a traveling merchant. Refusing to accept a life she had not chosen, Esha fled the manor in the dead of night. The lord sent yeomen and hunting hounds after her. For days she ran across fields and hedgerows before reaching the deep woods nearly twenty-five miles away. Exhausted and cornered, she was finally caught—only to be saved by an unexpected figure. A grizzled half-orc ranger named Wulfgar stepped from the trees. He served the crown directly, tasked with patrolling the forests and wild lands of Androlia. The yeomen were prepared to fight until Wulfgar's great bear emerged from the undergrowth behind him. Faced with that sight, they reconsidered and withdrew. Though Wulfgar tried to send her back to civilization, Esha refused to leave. She followed him stubbornly through the woods, learning by watching and helping wherever she could. Eventually Wulfgar relented. Over the next five years he taught her how to survive in the wild—how to track, hunt, fight, and move unseen through forest and field. In time she became as comfortable beneath the trees as she had once been in the village. Recently, Wulfgar passed away peacefully from old age. Esha buried him beneath a tall oak overlooking a quiet stream and released his animal companions back into the wild where they belonged. After reporting his death to the crown's officials, she was offered the chance to take up Wulfgar's role as ranger of those lands. Though honored, Esha declined. The world beyond the forests of Androlia had begun to call to her. Now she travels beyond the borders of her homeland, seeking adventure, experience, and a place in the wider world—carrying with her the lessons of the ranger who saved her life and taught her how to live it.

ABILITIES

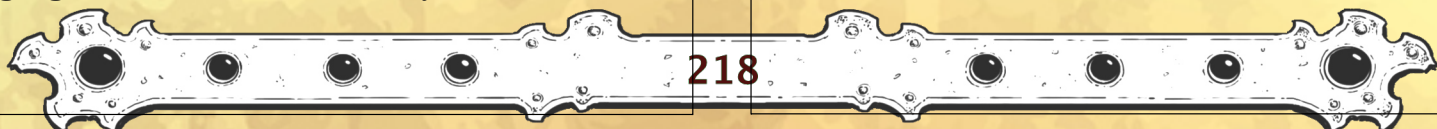
THACo: 19
Use armor: Leather, chainmail, shields
Use weapons: Any
Weapon proficiencies: Dagger, two-handed sword, short bow
Weapon specializations: Short bow (+1 to attack and damage)
Tracking: 20% **Stealth & Hiding:** 3-in-6
Awareness: Surprised only on a 1
Secondary skill: Brewer
Languages: Common, Kelnic **Literacy:** Literate

EQUIPMENT

Dagger, longsword, mail armor, round shield, shortbow, 18 arrows

12 sp
2 cp

Belt, blanket, boots (riding), bow strings (×3), breeches, cloak, gloves, pouch, quiver, rations (×5 days), sack, sheath (dagger), sheath (sword), surcoat, waterskin



MYKAL

Lawful 1st level Human Cleric

ABILITY SCORES

STR 10	DEX 6
INT 14	CON 9
WIS 14	CHA 10

Ability check:
Roll under or equal on 1d20

COMBAT

HP	6	hit points
AC	3	Armor Class Mail armor, kite shield, DEX penalty
MEL	0	STR modifier to melee att./damage
MIS	-1	DEX modifier to missile attacks



SAVING THROWS

D 11	Death, poison
W 12	Magic wands
P 14	Paralysis, petrification
B 16	Breath attacks
S 15	Spells, magic rods, magic staves
+ - +1	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	-1	DEX modifier to initiative
+ -	0	CHA modifier to reaction rolls
Mv	20'	Movement rate per round

Mykal is the youngest son of a minor noble family in the Kingdom of Darcathia on the Keln Isles. Sickly from an early age, he grew up smaller and frailer than his brothers, his spine slightly crooked and his movements stiff and awkward. While his siblings trained with sword and lance, Mykal was often left behind, better suited to books, prayer, and quiet pursuits. In his youth he developed a fondness for hunting, not for the thrill of the chase but for the peace of the forests and fields beyond the manor. When Mykal was eleven, his life changed forever. While riding during a small hunt, his horse stumbled on uneven ground and threw him violently to the earth. He struck his head and lay unconscious for three days. When he finally awoke, he spoke calmly of a vision he claimed to have seen while between life and death. He said he had stood before Kalina, the goddess of storms, who commanded him to devote his life to sacred service. Though some dismissed the story as the confused imaginings of a boy recovering from injury, Mykal never wavered. Before the year was out, he left his family's manor and joined a religious order devoted to Kalina. There he began the path that would shape the rest of his life, trading the expectations of a minor noble son for the calling he believed had been given to him by the divine.

ABILITIES

THACo: 19
Use armor: Any, including shields
Use weapons: Any blunt weapons
Weapon proficiencies: Club, mace, staff
Weapon specializations: None

Turning the Undead

Secondary skill: Huntsman
Languages: Common, Karthan, Kelnic
Literacy: Literate

EQUIPMENT

Kite shield, mace, mail armor

11 sp
15 cp
8 bp

Belt, boots (riding), cloak, gloves, holy symbol, pouch, rations (×2 days), tabard, tinderbox, torch (×3), waterskin



LYSRA

Neutral 1st level Human Thief

ABILITY SCORES

STR	8	DEX	17
INT	9	CON	10
WIS	10	CHA	12

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	4

	Armor Class
AC	5
	leather armor, DEX bonus

MEL	-1	STR modifier to melee att./ damage
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MIS	+2	DEX modifier to missile attacks
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SAVING THROWS

D	13	Death, poison
W	14	Magic wands
P	13	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
+ —	0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+2	DEX modifier to initiative
+ —	0	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

Lysra was born in the Kingdom of Dardanyan, in the lands of Narseh, the daughter of a village butcher. Life there was harsh and unforgiving. From an early age she was surrounded by blood, hard labor, and the rough tempers of people who struggled daily just to survive. Home offered little comfort, and by the time she was eleven she decided she had endured enough. One night she slipped away and fled to a nearby town, determined to make her own way. At first she survived by begging and sleeping wherever she could, eventually falling in with a loose band of street children who lived by their wits and whatever they could steal. The streets were brutal, and Lysra quickly learned that hesitation meant hunger or worse. Fights were common, and trust was scarce, but she proved quick-handed and clever enough to earn a place among them. By the age of thirteen she had attracted the attention of the local thieves' guild and was brought into their ranks. For the next four years she worked small cons, lifted purses in crowded markets, and slipped into homes and shops under cover of night. It was dangerous work, but it was the only life she knew. Her luck finally turned during what seemed like a simple theft. In a tavern one night she lifted a fine bastard sword from a drunken mercenary passed out at his table. The prize felt like a triumph—until the mercenary sobered up. He and several of his companions tracked the thieves back to their hideout and attacked without mercy. Steel and fire tore through the guild's refuge, and several of Lysra's fellow thieves were killed before the rest managed to escape into the night. In the aftermath, grief quickly turned to blame. The guild leaders held Lysra responsible for bringing the mercenaries down upon them, and rather than risk further trouble they cast her out of the town entirely. Now alone once again, Lysra wanders the roads with little more than her wits, her bitterness, and the hard lessons the streets have taught her.

ABILITIES

Use armor: Leather
Use weapons: Any
Weapon proficiencies: Crossbow, dagger, sword
Weapon specializations: None

Secondary skill: Butcher
Languages: Common, Narsene
Literacy: Literate

EQUIPMENT

Bastard sword, dagger, leather armor

29 cp
6 bp

Belt pouch, boots, breeches, greaves, pouch, rations (×5 days), sack, sheath (dagger), thieves tools, waterskin



PETYR

Neutral 1st level Human Bard

ABILITY SCORES

STR 11	DEX 10
INT 8	CON 10
WIS 10	CHA 18

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	6

	Armor Class
AC	10

MEL	0	STR modifier to melee att./ damage
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MIS	0	DEX modifier to missile attacks
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SAVING THROWS

D 13	Death, poison
W 14	Magic wands
P 13	Paralysis, petrification
B 16	Breath attacks
S 15	Spells, magic rods, magic staves
+ - 0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	0	DEX modifier to initiative
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+ - +2	CHA modifier to reaction rolls
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Mv	30'	Movement rate per round
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Petyr was born in the Principality of Arlene and orphaned at a young age. He was taken in by a traveling acting troupe, learning the art of stagecraft and performance as they toured across the Middle Sea. Though the troupe met with some success, Petyr's vanity and sensitivity to imagined slights drove him to leave. He has a taste for the finer things and a love of luxury; while he can earn well through his performances, he rarely manages to keep his coin, spending it as quickly as it comes.

ABILITIES

THACO: 19
Use armor: Leather, chainmail, no shields
Use weapons: Missile weapons, one-handed melee weapons
Weapon proficiencies: Crossbow, dagger, sword
Weapon specializations: None

Anti charm
Enchantment

Secondary skill: Seafarer
Languages: Common, Kelnic
Literacy: Basic

EQUIPMENT

Short sword

12 cp
3 bp

Boots (gentry), breeches, brooch, cap (fine), cloak (fine), comb, gloves (furred), lyre, pouch, rations (×2 days), sheath (short sword), waterskin

VIRIATO

Neutral 1st level Dwarf Barbarian



ABILITY SCORES

STR	18	DEX	10
INT	6	CON	15
WIS	9	CHA	10

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	8

	Armor Class
AC	7
	leather armor

MEL	+3	STR modifier to melee att./ damage
MIS	0	DEX modifier to missile attacks

SAVING THROWS

D	10	Death, poison
W	13	Magic wands
P	12	Paralysis, petrification
B	15	Breath attacks
S	16	Spells, magic rods, magic staves
+	0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	0	DEX modifier to initiative
+	0	CHA modifier to reaction rolls
Mv	20'	Movement rate per round

Viriato, known to his friends simply as "Viri," is a hill dwarf from the rugged highlands of Mauretania. Born among the Aquitanni tribe, he grew up in a land of wind-carved hills, stone strongholds, and warriors who valued strength and courage above all else. Even among dwarves, Viri stood out. At four and a half feet tall he is unusually large for his kind, broad-shouldered and immensely powerful. From a young age he delighted his tribesmen by crushing fist-sized rocks in his hand, laughing as the fragments fell like gravel to the ground. The Aquitanni have long clashed with the Karthan legions that occupy parts of Mauretania, striking swiftly from the hills before vanishing back into the wild terrain they know so well. Viri has fought in many such raids, charging into battle with fearless enthusiasm. While others speak of vengeance and liberation, Viri himself is more honest about his motives. He does not hate the soldiers of Karth, nor does he carry a deep grudge against them. For him, the raids are about the thrill of combat, the roar of battle, and the chance to test his strength against worthy foes. Now wandering beyond the hills of his homeland, Viri seeks new challenges, new battles, and new stories worth telling around a fire.

ABILITIES

THACo: 19
Use armor: Leather, chainmail, shields
Use weapons: Any
Weapon proficiencies: Battle axe, dagger, sword
Weapon specializations: Battle axe (+1 to hit and damage)

Resilience: +4

CS: 87% **HD:** 10% **MS:** 20%

Secondary skill: Potter
Languages: Common, Mauretanian
Literacy: Basic

EQUIPMENT

Battle axe, short sword, leather armor

11 sp
5 sp
2 bp

Pouch, rations (×7 days), rope (50', hemp), sack, sandals, sheath (dagger), waterskin, whetstone

ARTABAXIS

Lawful 1st level Human Fighter

ABILITY SCORES

STR 13	DEX 14
INT 9	CON 13
WIS 10	CHA 7

Ability check:
Roll under or equal on 1d20

COMBAT

HP	5	hit points
AC	1	Armor Class
MEL	+1	STR modifier to melee att./ damage
MIS	+1	DEX modifier to missile attacks



SAVING THROWS

D 12	Death, poison
W 13	Magic wands
P 14	Paralysis, petrification
B 15	Breath attacks
S 16	Spells, magic rods, magic staves
+ - 0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+1	DEX modifier to initiative
+ - -1		CHA modifier to reaction rolls
Mv	20'	Movement rate per round

Artabaxis is a human warrior from the distant Empire of Nethia, a powerful realm far to the south. Born into a noble family, he was raised with the expectation that he would serve the empire through military command. From a young age he entered martial training, proving disciplined, capable, and fiercely determined to uphold the honor of his house. During his early years of training, a brutal accident during a weapons drill left Artabaxis with a deep, disfiguring scar across his face. The wound healed, but the mark it left behind became a source of quiet shame. Since then he has preferred to wear masks or closed helmets whenever possible, speaking little and keeping his thoughts to himself. Away from battle he is reserved and introspective, rarely seeking attention. On the battlefield, however, he becomes something entirely different—focused, fearless, and relentless. His career in the Nethian military came to an abrupt end when he discovered that a superior officer had been abducting young women from nearby villages and abusing them. When Artabaxis confronted the man, the confrontation turned violent. In the struggle he drove his blade into the officer's leg before fleeing the camp. Though he knows he acted justly, Artabaxis also knows the officer's rank and influence would have twisted the truth against him. Rather than face execution for defying a powerful man, he vanished into exile, carrying both his honor and his scar into a new life beyond the empire's reach.

ABILITIES

THACO: 19
Use armor: Any, including shields
Use weapons: Any
Weapon proficiencies: Dagger, sword, spear
Weapon specializations: Short sword (+1 to hit and damage)

Secondary skill: Huntsman
Languages: Common, Nethian
Literacy: Basic

EQUIPMENT

Kite shield, scale armor, short sword

2 cp

Bit & bridle, boots (riding), pouch, sack, saddle, saddlebags, warhorse, waterskin



ILYA

Lawful 1st level Human Mage

ABILITY SCORES

STR	6	DEX	13
INT	17	CON	9
WIS	17	CHA	12

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	3

	Armor Class
AC	7
	Mage armor + DEX mod

MEL	-1	STR modifier to melee att./ damage
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MIS	+1	DEX modifier to missile attacks
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SAVING THROWS

D	12	Death, poison
W	13	Magic wands
P	12	Paralysis, petrification
B	15	Breath attacks
S	14	Spells, magic rods, magic staves
+	+2	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+1	DEX modifier to initiative
+	0	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

Ilya is a human mage from the Kelnic Kingdom of Essergorn. As a child she was placed in the Monastery of Light in the town of Anderland, where she was raised among scholars, scribes, and students of the arcane arts. There she learned the fundamentals of magic while spending long hours copying and preserving ancient texts. Much of her work involved transcribing fragile manuscripts from the lost Cymran Empire, whose mysterious mastery of magic still fascinates scholars across the lands. Quiet, patient, and deeply curious, Ilya developed a strong devotion to knowledge and the careful study of history. The monks recognized her talent not only for spellcraft, but also for interpreting the obscure and fragmented records of the past. Recently the monastery entrusted her with an important task. She has been sent beyond its walls to travel the wider world, gathering lost lore, forgotten texts, and any fragments of knowledge related to the ancient Cymran arcane empire.

ABILITIES

THACo: 19
Use armor: None
Use weapons: Dagger, short sword, staff, sword
Weapon proficiencies: Staff
Weapon specializations: None
Magical research, use magic item, healing, mage armor, mage's staff

Secondary skill: Bookbinder
Languages: Common, High Elvish, Kelnic, Shirefolk, Hobbitese
Literacy: Literate

DM: 75% **OC:** 30% **RF:** 20% **RM:** 50% **SU:** 20%

EQUIPMENT

Staff

22 cp
3 bp

Belt, bit & bridle, blanket, boots (riding), ink (bottle), magnifying glass, parchment (×20 sheets), pouch, quill (×4), rations (×4 days), riding horse, sack, saddle, saddlebags, tabard, tunic (craftsman), waterskin





NEKYEYA

Neutral 1st level Elf

ABILITY SCORES

STR 13	DEX 13
INT 15	CON 12
WIS 9	CHA 11

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	5

	Armor Class
AC	7
	<i>Padded armor + DEX mod</i>

MEL	+1	STR modifier to melee att./ damage
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MIS	+1	DEX modifier to missile attacks
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SAVING THROWS

D 12	Death, poison
W 13	Magic wands
P 13	Paralysis, petrification
B 15	Breath attacks
S 15	Spells, magic rods, magic staves
+ - 0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+1	DEX modifier to initiative
+ -	0	CHA modifier to reaction rolls

Mv	30'	Movement rate per round
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Nekyea is an elf from the Kingdom of Ardiae in the lands of Narseh. She was born a vaelthir, the servant class of elves bound to the noble houses and expected to live their lives in quiet obedience. From an early age, however, she showed uncommon talent. Her skill with the bow and her natural affinity for magic quickly drew attention, and she was selected for training among the Aelvarae, the elite bodyguard corps sworn to protect the elven nobility. Though the honor was great, the life it promised was still one of service. When she finally came of age, Nekyea used her position and training to slip away from the court and seek freedom beyond Ardiae. She joined a small mercenary company, hoping to forge her own path. That hope was short-lived. The company was nearly wiped out in a brutal clash with Sakaethyn raiders. Nekyea was among the few who survived. Since then, she has wandered the lands around the Middle Sea alone, living by her skills and her wits.

ABILITIES

THACo: 19
Use armor: Any, including shields
Use weapons: Any
Weapon proficiencies: Dagger, long bow, sword
Weapon specializations: Long bow (+1 to hit and damage)
Arcane magic, detect secret doors (2-in-6), immunity to ghoulish paralysis, infravision (60'), listen at doors (2-in-6)

Secondary skill: Bowyer / fletcher
Languages: Common, High Elvish, Narsene
Literacy: Literate

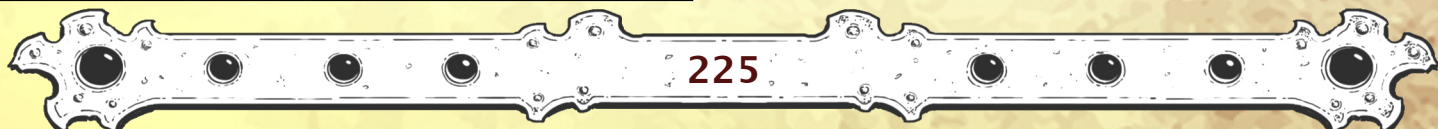
Spells: magic missile

EQUIPMENT

Long bow, padded armor, short sword

2 gp
44 sp
13 cp
5 bp

Archery brace, arrows (×18), belt, boots (riding), bow strings (×2), breeches, gloves, pouch, quiver, rations (×8 days), sack, spell book, waterskin





ZURI

Neutral 1st level Human Fighter

ABILITY SCORES

STR	13	DEX	13
INT	9	CON	10
WIS	7	CHA	9

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	8

	Armor Class
AC	7
	Padded armor + DEX mod

MEL	+1	STR modifier to melee att./ damage
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MIS	+1	DEX modifier to missile attacks
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SAVING THROWS

D	12	Death, poison
W	13	Magic wands
P	14	Paralysis, petrification
B	15	Breath attacks
S	16	Spells, magic rods, magic staves
+	0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+1	DEX modifier to initiative
+	0	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

Zuri is a human warrior from the Lands of Axumar, born among the Makoro tribe. Like many of her people, she was raised to hunt, track, and fight from an early age, learning the ways of the wild plains and the traditions of her ancestors. Strength and self-reliance are expected among the Makoro, and Zuri grew into a skilled hunter whose keen eyes and steady hand earned the respect of her tribe. Her path changed when a sacred idol, an ancient symbol believed to house the protective spirits of the Makoro, was stolen by foreign raiders who came from the distant lands beyond the west. The loss was seen not only as theft, but as a grave spiritual wound to the tribe. Refusing to let the insult stand, Zuri swore a sacred oath before the tribal spirits to recover the idol. Leaving her homeland behind, she followed the raiders' trail westward toward the lands around the Middle Sea, determined to reclaim what was taken.

ABILITIES

THACo: 19
Use armor: Any, including shields
Use weapons: Any
Weapon proficiencies: Dagger, sling, spear
Weapon specializations: Spear (+1 to hit and damage)

Secondary skill: Butcher
Languages: Common (the standard language for the lands of Axumar is Common, which is Vulgar Cymran)
Literacy: Basic

EQUIPMENT

Padded armor, spear

4 gp
12 sp
13 cp
2 bp

pouch, rations (×7 days), sack, sling, sling stones (×14), waterskin



HOREM

Lawful 1st level Human Cleric

ABILITY SCORES

STR 10	DEX 6
INT 10	CON 10
WIS 18	CHA 11

Ability check:
Roll under or equal on 1d20

COMBAT

HP	4	hit points
AC	11	Armor Class
MEL	0	STR modifier to melee att./ damage
MIS	-1	DEX modifier to missile attacks



SAVING THROWS

D 11	Death, poison
W 12	Magic wands
P 14	Paralysis, petrification
B 16	Breath attacks
S 15	Spells, magic rods, magic staves
+ - +3	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	-1	DEX modifier to initiative
+ - 0		CHA modifier to reaction rolls
Mv	30'	Movement rate per round

Horem is a human cleric from the Kingdom of Pharos, raised within a temple devoted to Bes, Lord of Light. From childhood he lived among priests and scholars, learning the sacred rites, tending the temple's lamps, and devoting himself fully to the service of his god. Gentle and deeply pious, Horem believed his calling was to bring comfort, guidance, and healing to those in need. When civil war erupted between King Tehlmaiac IV and his sister, Queen Khepatra, the land was thrown into turmoil. Horem's order sent him beyond the temple walls to aid villages suffering from the chaos. But when he returned, he found only ruin. Soldiers loyal to the king had destroyed the temple and looted its treasures after the priests refused to proclaim that Bes had declared Tehlmaiac the rightful ruler. Since that day, Horem has wandered far from Pharos, spreading the light of Bes wherever he travels and hoping someday to return home in peace.

ABILITIES

THACo: 19
Use armor: Any, including shields
Use weapons: Any blunt weapons
Weapon proficiencies: Club, mace, staff
Weapon specializations: None

Secondary skill: Scribe
Languages: Common, Pharsic
Literacy: Literate

EQUIPMENT

Staff

10 gp

Holy symbol, pouch, rations (×14 days), robes, sacks, sandals, waterskin

HRODGAR

Neutral 1st level Half-Orc



ABILITY SCORES

STR	16	DEX	10
INT	11	CON	12
WIS	5	CHA	8

Ability check:
Roll under or equal on 1d20

COMBAT

HP	5	hit points
AC	7	Armor Class Leather armor
MEL	+2	STR modifier to melee att./ damage
MIS	0	DEX modifier to missile attacks

Hrodgar is a half-orc wanderer from the Land of the Thanes, a harsh frontier of rival tribes where orcs dominate and strength is the only law that matters. He was born from a captured human slave and an orc warrior, a union that left him strong but marked by blood many in the tribe distrusted. As a child he was powerful and broad-shouldered, yet he despised labor and responsibility. Other youths mocked him for his human heritage, and Hrodgar answered their scorn with fists and growing resentment. He soon gained a reputation as a thief, taking whatever he wanted from his own people. His actions led to several duels, each ending with Hrodgar standing victorious but increasingly hated. Eventually the tribe drove him out rather than spill more blood. Now he roams the lands alone, chasing whatever pleasure he can find. Ale, stronger drink, and fleeting comforts are the only things that quiet the restless anger he carries with him.

ABILITIES

THACo: 19
Use armor: Leather chainmail, shields
Use weapons: Any
Weapon proficiencies: Dagger, spear, sword
Weapon specializations: None

Back stab (+4 to hit; double damage), infravision (60')

HS: 10% **MS:** 20% **PP:** 20%

Secondary skill: Woodcutter
Languages: Common, Thanic
Literacy: Literate

SAVING THROWS

D	13	Death, poison
W	14	Magic wands
P	13	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
+	-2	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	0	DEX modifier to initiative
+	0	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

EQUIPMENT

Dagger (bone), javelins (x2) , leather armor, spear

8 cp

Belt, boots, breeches, gold earring (12 sp value), grappling hook, pouch, rations (x6 days), rope (50' hemp), sack, thieves' tools, waterskin (filled with wine)

RATUS

Chaotic 1st level Dwarf

ABILITY SCORES

STR 16	DEX 9
INT 7	CON 16
WIS 10	CHA 12

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	9

	Armor Class
AC	7
	Leather armor

MEL	+3	STR modifier to melee att./ damage
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MIS	0	DEX modifier to missile attacks
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SAVING THROWS

D 8	Death, poison
W 9	Magic wands
P 10	Paralysis, petrification
B 13	Breath attacks
S 12	Spells, magic rods, magic staves
+ - 0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	0	DEX modifier to initiative
+ - 0		CHA modifier to reaction rolls

Mv	20'	Movement rate per round
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Ratus is a hill dwarf of the Bastulli tribe from the rugged lands of Mauretania. Raised among warriors, he grew up in a culture where strength, courage, and a readiness for battle were the measures of a dwarf's worth. From a young age Ratus proved eager to test himself, whether against rival tribes of the hills or the disciplined legions of the Karthan occupiers who press into the region. He favors a brutal fighting style, charging into combat with a battle axe in each fist, swinging with fearless enthusiasm. Subtlety has never suited him. Ratus believes a fight should be loud, fast, and decisive. Away from battle he is much the same. A hard drinker with a booming laugh, he enjoys strong ale, louder company, and the telling of war stories long into the night. Quick to grin and just as quick to brawl, Ratus lives for the thrill of combat and the simple pleasures that follow victory.

ABILITIES

THACO: 19
Use armor: Any, including shields
Use weapons: Small of normal sized
Weapon proficiencies: Battle axe, hand axe, spear
Weapon specializations: Battle axe (+1 to hit and damage)

Infravision (60'), detect construction tricks (2-in-6), detect room traps (2-in-6), listen at doors (2-in-6)

Secondary skill: Potter
Languages: Common, Mauretanian
Literacy: Basic

EQUIPMENT

Battle axe (×2), leather armor

8 sp
10 cp
7 bp

Belt, blanket, boots, breeches, flint and steel, pouch, rations (×8 days), rope (50' hemp), sack, torch (×4), waterskin

KAMBER

Neutral 1st level Human Bard



ABILITY SCORES

STR	9	DEX	13
INT	9	CON	11
WIS	10	CHA	15

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	4

	Armor Class
AC	9

MEL	0	STR modifier to melee att./ damage
MIS	+1	DEX modifier to missile attacks

SAVING THROWS

D	13	Death, poison
W	14	Magic wands
P	13	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
+	0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+1	DEX modifier to initiative
+	0	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

Kamber is a human bard from the Kingdom of Aurataria in the lands of Narseh. Her earliest memories begin only at the age of twelve, and even those are clouded by brief, unsettling flashes of something darker that came before, memories she cannot fully grasp and prefers not to dwell on. She found work as an apprentice to a group of fishermen along the coast, helping mend nets and haul in the day's catch. In the evenings, the fishermen would gather around small fires, singing old sea songs and playing simple instruments to pass the time. Kamber listened closely, and before long she began to play alongside them. To everyone's surprise, she proved to have remarkable natural talent. Eventually she left the docks behind and began traveling from town to town, earning coin performing in markets and along busy streets. Careful with every copper she earns, Kamber lives frugally, quietly saving what she can in hopes of someday buying herself a better life.

ABILITIES

Use armor: Leather, chainmail, no shields
Use weapons: Missile weapons, one-handed melee weapons
Weapon proficiencies: Dagger, sling, sword
Weapon specializations: None

Anti-Charm, Enchantment

THACo: 19
Secondary skill: Fisher
Languages: Common, Narsene
Literacy: Literate

EQUIPMENT

Dagger

12 gp
6 sp
10 cp

Panpipes, pouch, rations (×3 days), sack, sandals

YAZARA

Neutral 1st level Dragonborn

ABILITY SCORES

STR 11	DEX 12
INT 14	CON 17
WIS 10	CHA 9

Ability check:
Roll under or equal on 1d20

COMBAT

HP	10	hit points
AC	3	Armor Class
MEL	0	STR modifier to melee att./ damage
MIS	0	DEX modifier to missile attacks



SAVING THROWS

D 12	Death, poison
W 13	Magic wands
P 14	Paralysis, petrification
B 13	Breath attacks
S 16	Spells, magic rods, magic staves
+ - 0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	0	DEX modifier to initiative
+ - 0		CHA modifier to reaction rolls
Mv	20'	Movement rate per round

Yazara is a white dragonborn from the windswept steppes of the Sakaethyn, a land of wide horizons and hard-riding warrior tribes. Among her people, strength and courage are valued above all things, and from an early age she was raised in the traditions of the steppe, learning to ride, hunt, and fight beneath the endless sky. Life among the Sakaethyn is one of constant struggle and movement, where warriors prove themselves through battle and loyalty to their tribe. Yazara embraced this life fully, growing into a fierce and disciplined fighter respected by her kin. Her path changed after a powerful vision came to her in the night. In her dream, Arash, the Sakaethyn god of war, appeared and commanded her to ride north beyond the familiar lands of the steppe. Taking the vision as a sacred calling, Yazara left her tribe and ancestral homeland behind. Now she travels through the distant lands around the Middle Sea, believing that somewhere ahead lies the destiny her god has chosen for her.

ABILITIES

THACO: 19
Use armor: Any
Use weapons: Any
Weapon proficiencies: Dagger, short bow, short sword
Weapon specializations: Short bow (+1 to hit and damage)
Breath Weapon (cone of cold, ×3 day)

Secondary skill: Animal trainer
Languages: Common, Sakaethyn, Thessadonian
Literacy: Literate

EQUIPMENT

Dagger, round shield, scale armor, short bow

48 cp

Arrows (×18), belt, pouch, quiver, rations (×3 days), riding horse, saddle, saddle bags, sheath (dagger)

TAUNET

Chaotic 1st level Human Assassin

ABILITY SCORES

STR	7	DEX	17
INT	14	CON	9
WIS	12	CHA	16

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	2

	Armor Class
AC	8

MEL	-1	STR modifier to melee att./ damage
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MIS	+2	DEX modifier to missile attacks
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SAVING THROWS

D	13	Death, poison
W	14	Magic wands
P	13	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
+	0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+2	DEX modifier to initiative
+	+1	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

Taunet is a human assassin from the Kingdom of Pharos and a devoted agent of Queen Khepatra. As a child she was born into slavery, a life that seemed destined to be short and forgotten. When she was eight years old, however, Queen Khepatra personally ordered her freed to join her service. From that moment, Taunet devoted her life entirely to the queen who had given her freedom. She was taken in and trained within the Order of the Ebon Eye, Khepatra's secret brotherhood of assassins and spies. There she learned the arts of stealth, patience, and silent killing, molded into a weapon meant to serve the throne. To Taunet, Khepatra is more than a ruler. She is mentor, savior, and living divinity. Taunet's loyalty borders on fanatic devotion, and she carries out every command without hesitation. Often dispatched on covert missions across distant lands, Taunet moves through the world unseen, ever watchful, serving the will of her queen wherever it leads her.

ABILITIES

Use armor: Leather, shields

Use weapons: Any

Weapon proficiencies: Crossbow, dagger, short sword

Weapon specializations: None

Disguise, Poison

AS: 0 CS: 87% HN: 1-2 HS: 10% MS: 20%

Secondary skill: Cook

Languages: Common, Karthan, Pharsic

Literacy: Literate

EQUIPMENT

Dagger

9 gp

Disguises (wigs, makeup, clothes), fine clothes & jewelry (worth 60 gp total), hollow gems for containing poisons, lodestone, poison (vial), pouch, ring with hidden needle, sandals, sash, sheath (dagger)

MORWEN

Chaotic 1st level Drow

ABILITY SCORES

STR	9	DEX	12
INT	13	CON	6
WIS	17	CHA	9

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	5

	Armor Class
AC	5

MEL	0	STR modifier to melee att./ damage
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MIS	0	DEX modifier to missile attacks
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SAVING THROWS

D	12	Death, poison
W	13	Magic wands
P	13	Paralysis, petrification
B	15	Breath attacks
S	12	Spells, magic rods, magic staves
+ -	+2	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	0	DEX modifier to initiative
+ -	0	CHA modifier to reaction rolls

Mv	20'	Movement rate per round
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Morwen is a drow from the subterranean city of Vala Umbar, hidden deep beneath the lands of Narseh. Raised among the shadowed halls of her people, she was taught from an early age to revere Lloth, the dark goddess whom she believes embodies power, truth, and the proper order of the world. Calm, disciplined, and keenly intelligent, Morwen developed a deep devotion to her faith and a talent for persuasion. Unlike most of her kin, Morwen has chosen to venture into the surface world. She travels the lands around the Middle Sea with the goal of spreading the teachings of Lloth and demonstrating the strength of her goddess to those who follow other paths. Because the bright sun pains her kind, she wears a dark veil during the day to shield her eyes. Morwen prefers reason to intimidation. She often seeks out priests and scholars for long philosophical discussions, patiently arguing why Lloth's power and wisdom surpass that of their gods, never raising her voice or losing her composure.

ABILITIES

THACO: 19
Use armor: Any, including shields
Use weapons: Any
Weapon proficiencies: Crossbow, dagger, sword
Weapon specializations: Scimitar (+1 to hit and damage)
Detect secret doors (2-in-6), divine magic, immunity to ghoulish paralysis, infravision (90'), light sensitivity, listening at doors (2-in-6), spider affinity

Secondary skill: Scribe
Languages: Common, High Elvish, Narsene
Literacy: Literate

Spells: light (darkness)

EQUIPMENT

Dagger, mail armor, scimitar

1 gp
4 sp
31 cp

Boots (riding), flint and steel, holy symbol, poison (vial, ×3), pouch, rations (×13 days), robes (silk), rope (50' silk), sheath (dagger), sheath (scimitar), torch (×2) waterskin, whetstone

BUNGO

Lawful 1st level Halfling Druid

ABILITY SCORES

STR	5	DEX	10
INT	12	CON	9
WIS	15	CHA	14

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	5

	Armor Class
AC	8
	Padded armor

MEL	-1	STR modifier to melee att./ damage
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MIS	0	DEX modifier to missile attacks
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SAVING THROWS

D	13	Death, poison
W	14	Magic wands
P	13	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
+	+1	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	0	DEX modifier to initiative
+	+1	CHA modifier to reaction rolls
Mv	20'	Movement rate per round

Bungo is a halfling druid from Shireland, a quiet, rolling land of green fields and gentle hills. From the earliest days of his youth, he felt a deep connection to the natural world, spending long hours wandering the woods, tending gardens, and speaking with animals who seemed to understand him. The rhythms of life in Shireland—its changing seasons, babbling streams, and thriving meadows—shaped his gentle, curious nature. Though content among his kin, Bungo felt a growing need to see the wider world. Driven by a love of life in all its forms, he set out from Shireland to explore the lands around the Middle Sea. He travels slowly and deliberately, studying how forests, rivers, and creatures adapt to new climates and ecosystems, cataloging the wonders of nature wherever he goes. Quiet, thoughtful, and patient, Bungo carries the spirit of his homeland with him, bringing a sense of calm and wonder to every place he visits.

ABILITIES

THACo: 19
Use armor: Leather, wooden shields
Use weapons: Club, dagger, sling, spear, staff
Weapon proficiencies: Dagger, sling, staff
Weapon specializations: None
Missile attack bonus (+1 to attack with missile weapons), listening at doors (2-in-6), energy resistance, identification, path-finding (1-in-6)

Secondary skill: Farmer
Languages: Common, Shirefolk Hobbittese
Literacy: Literate

Spells: animal friendship

EQUIPMENT

Padded armor, knife, sling

15 sp
20 cp
3 bp

Belt, breeches, cloak, holy symbol, ink (vial), flask, journal, pouch, quill, rations (×17 days), sheath (knife)

RURIK

Lawful 1st level Dwarf Fighter

ABILITY SCORES

STR 16	DEX 15
INT 11	CON 15
WIS 11	CHA 10

Ability check:
Roll under or equal on 1d20

COMBAT

HP	4	hit points
AC	2	Armor Class lorica hamata + dwarf-sized kite shield (+2) + DEX mod
MEL	+2	STR modifier to melee att./ damage
MIS	+1	DEX modifier to missile attacks



SAVING THROWS

D 12	Death, poison
W 13	Magic wands
P 14	Paralysis, petrification
B 15	Breath attacks
S 16	Spells, magic rods, magic staves
+ - 0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+1	DEX modifier to initiative
+ - 0		CHA modifier to reaction rolls
Mv	20'	Movement rate per round

Rurik is a male dwarf from the Halls of Throle, the great mountain realm of the dwarves. From an early age he felt the weight of the halls pressing on him, and a restless spirit drove him beyond his ancestral home. Seeking adventure and experience, he joined an auxiliary unit in a Karthan legion, learning the discipline of organized warfare and testing his strength against foes on distant battlefields. Though skilled and respected among his comrades, Rurik never felt at home in the rigid structure of the legion and chose not to re-enlist. Since leaving, he has wandered the lands of the Middle Sea as a sellsword, offering his strength to those who can pay. Gruff, practical, and quick with both axe and wit, Rurik lives for the thrill of battle, the freedom of the road, and the chance to carve his own path apart from the weight of tradition.

ABILITIES

THACo: 19
Use armor: Any, including shields
Use weapons: Any
Weapon proficiencies: Dagger, sword, war hammer
Weapon specializations: Broadsword (+1 to hit and damage)
Detect construction tricks (2-in-6), detect room traps (2-in-6), infravision (60'), listening at doors (2-in-6), resilience: +4

Secondary skill: Mason
Languages: Common, Throllic
Literacy: Literate

EQUIPMENT

Broadsword, dagger, kite shield (dwarf sized, +2 bonus instead of +3), lorica hamata

78 cp

Bedroll, belt, blanket, boots, breeches, flint and steel, rations (×5 days), waterskin, whetstone

CAELION

Lawful 1st level Elf Fighter



ABILITY SCORES

STR	15	DEX	16
INT	10	CON	15
WIS	10	CHA	11

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	5

	Armor Class
AC	5
	Leather armor + DEX mod

MEL	+1	STR modifier to melee att./damage
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MIS	+2	DEX modifier to missile attacks
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SAVING THROWS

D	12	Death, poison
W	13	Magic wands
P	14	Paralysis, petrification
B	15	Breath attacks
S	16	Spells, magic rods, magic staves
+	0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+2	DEX modifier to initiative
+	0	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

Caelion is an elf fighter from the Isle of Keln, born in a small town in the Kingdom of Gilda. His parents were humble cobblers, and his early life was simple and hardworking. As a youth he often volunteered with the local woodcutters, traveling into the nearby forests to help fell timber and haul logs back to town. During one such trip, their camp was attacked by a band of goblin raiders. Though young and untested, Caelion fought with surprising skill and courage, helping drive the attackers away. His performance did not go unnoticed. Soon after, he was offered a place in the town garrison. For several years Caelion served as a guard, protecting the town and honing his skills with blade and bow. In time, however, the quiet rhythm of garrison life began to feel too small for him. Drawn by curiosity and a desire for greater challenges, he eventually laid down his commission and set out into the wider world in search of adventure.

ABILITIES

THACo: 19
Use armor: Any, including shields
Use weapons: Any
Weapon proficiencies: Dagger, short sword, sword
Weapon specializations: Broad sword (+1 to hit and damage)
Detect secret doors (2-in-6), immunity to ghouls, paralysis, infravision (60'), listening at doors (2-in-6)

Secondary skill: Woodcutter
Languages: Common, Kelnic
Literacy: Literate

EQUIPMENT

Broadsword, dagger, leather armor, short sword

2 gp
12 cp

Belt, boots (riding), bracers, breeches, brooch, cloak, pouch, rations (×3 days), sheath (broadsword), sheath (dagger), sheath (short sword), tunic, waterskin



VARDAN

Lawful 1st level Human Knight

ABILITY SCORES

STR 15	DEX 15
INT 9	CON 15
WIS 10	CHA 17

Ability check:
Roll under or equal on 1d20

COMBAT

HP	4	hit points
AC	3	Armor Class Lamellar + round shield + DEX mod
MEL	+1	STR modifier to melee att./damage
MIS	+1	DEX modifier to missile attacks



SAVING THROWS

D 12	Death, poison
W 13	Magic wands
P 14	Paralysis, petrification
B 15	Breath attacks
S 16	Spells, magic rods, magic staves
+ - 0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+1	DEX modifier to initiative
+ -	0	CHA modifier to reaction rolls
Mv	20'	Movement rate per round

Vardan is a human knight from the Kingdom of Ecabatana, born the middle son of a minor noble house. With little inheritance awaiting him, he pursued the path of arms and honor, eventually earning a place among the sworn bodyguards of the local sultan. There he served with discipline and pride, protecting the court and learning the demanding codes of knightly conduct. His life changed over a matter of the heart. Vardan and a fellow bodyguard both sought the affection of the same woman, and pride soon turned their rivalry bitter. To settle the matter, they fought an honorable duel. Vardan was defeated. Though his rival spared his life, Vardan felt he had lost more than the contest—he had lost face before the court. Rather than remain in humiliation, he chose exile. Leaving Ecabatana behind, Vardan now wanders the lands of the Middle Sea, seeking to restore his honor through noble deeds, though at times he must also sell his sword as a mercenary to survive.

ABILITIES

THACO: 19
Use armor: Chainmail, plate mail, shields
Use weapons: Melee weapons
Weapon proficiencies: Dagger, spear, sword
Weapon specializations: Scimitar (+1 to hit and damage)
Chivalric code, horsemanship, mounted combat, strength of will

Secondary skill: Animal trainer
Languages: Common, Ecabatan
Literacy: Literate

EQUIPMENT

Lamellar armor, round shield, scimitar

6 cp

Bit and bridle, boots (riding), breeches, pouch, rations (×2 days), saddle, saddlebags, sheath (scimitar), stirrups, warhorse, waterskin



MALQAR

Neutral 1st level Human Fighter



SAVING THROWS

D 12	Death, poison
W 13	Magic wands
P 14	Paralysis, petrification
B 15	Breath attacks
S 16	Spells, magic rods, magic staves
+ — 0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT +1	DEX modifier to initiative
+ — 0	CHA modifier to reaction rolls
Mv 30'	Movement rate per round

ABILITY SCORES

STR 14	DEX 15
INT 11	CON 17
WIS 8	CHA 11

Ability check:
Roll under or equal on 1d20

COMBAT

HP 9	hit points
AC 3	Armor Class
MEL +1	leather armor with cardiophylax + hoplon + DEX mod STR modifier to melee att./damage
MIS +1	DEX modifier to missile attacks

Malqar is a human fighter from Lusatania, a bustling coastal kingdom. He was born in a mid-sized town to a father who served as captain of the city garrison, and from an early age he absorbed both the discipline of soldiering and the respect accorded to his family. Growing up, Malqar trained alongside the city guards, honing his skill with sword and sling, and he enjoyed the quiet prestige that came with being the captain's son. His life was shattered when his father was murdered by a shadowy assassin, leaving the city shaken and Malqar bereft. Sworn to uncover the truth and bring the culprit to justice, he left the garrison and his home behind. Now he travels across Lusatania and beyond, following whispers of conspiracies and dangerous plots, testing his skill in battle, and seeking answers. Driven by honor, vengeance, and a restless determination, Malqar will not rest until he uncovers the one who struck down his father.

ABILITIES

THACo: 19
Use armor: Any, including shields
Use weapons: Any
Weapon proficiencies: Short sword, sling, sword
Weapon specializations: Falcata (+1 to hit and damage)

Secondary skill: Guardsman
Languages: Common, Lusatanian
Literacy: Literate

EQUIPMENT

Falcata, gladius, hoplon shield, leather armor with **cardiophylax** (circular breast plate, granting additional +1 AC), sling

3 sp
35 cp
7 bp

Belt, boots, breeches, gloves, greaves, helmet, pouch, rations (×7 days), sheath (falcata), sheath (gladius), slingstones (×9), waterskin

AZDIRA

Neutral 1st level Human Illusionist

ABILITY SCORES

STR	9	DEX	15
INT	16	CON	12
WIS	15	CHA	9

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	3

	Armor Class
AC	9

MEL	0	STR modifier to melee att./ damage
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MIS	+1	DEX modifier to missile attacks
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SAVING THROWS

D	13	Death, poison
W	14	Magic wands
P	13	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
+ -	+1	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+1	DEX modifier to initiative
+ -	0	CHA modifier to reaction rolls

Mv	30'	Movement rate per round
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Azdira is a human illusionist from the kingdom of Nethia. Born to the humble family of a baker, her early childhood was ordinary, filled with the smells of bread and the bustle of a small shop. That life ended abruptly when, at nine years old, she was sold into a marriage arrangement with a much older man. Three years later, desperate and defiant, Azdira fled. For a time she survived on the streets, learning to be quick, quiet, and cautious. Her life changed when she was taken in by a wandering illusionist and charlatan named Satis. Seeing potential in the clever girl, Satis taught her the craft of deception—minor illusions, sleight of hand, and the art of the convincing lie. Together they traveled from town to town running elaborate scams. Their partnership ended when Satis was eventually caught and executed for fraud. Azdira narrowly escaped capture and has wandered alone ever since, relying on her wits and illusion magic to survive.

ABILITIES

THACo: 19
Use armor: None
Use weapons: Dagger, staff
Weapon proficiencies: Dagger
Weapon specializations: None
Arcane magic

Secondary skill: Baker
Languages: Common, Massan, Nethian, Pharsic
Literacy: Literate

Spells: *chromatic orb*

EQUIPMENT

Dagger

48 sp
22 cp
8 bp

Bracers, burqa, perfume (vial), pouch, rations (×4 days), sandals, sheath (dagger), spell book, waterskin

DRONIKOS

Lawful 1st level Human Fighter



SAVING THROWS

D 12	Death, poison
W 13	Magic wands
P 14	Paralysis, petrification
B 15	Breath attacks
S 16	Spells, magic rods, magic staves
+ - 0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT 0	DEX modifier to initiative
+ - 0	CHA modifier to reaction rolls
Mv 20'	Movement rate per round

ABILITY SCORES

STR 15	DEX 11
INT 9	CON 12
WIS 8	CHA 10

Ability check:
Roll under or equal on 1d20

COMBAT

HP 7	hit points
AC 4	Armor Class Muscle cuirass
MEL +1	STR modifier to melee att./damage
MIS 0	DEX modifier to missile attacks

Dronikos is a human fighter from the kingdom of Massai, born into a minor noble family whose duty was service to the realm. From childhood he was trained in the disciplines expected of his station—arms, tactics, and the rigid codes of honor that guided Massai's warrior class. Though not destined to rule, he was raised to command soldiers and serve the will of his superiors. In recent years, Massai has suffered a slow decline in wealth and influence, its former prestige fading among the kingdoms of the Middle Sea. Seeking to restore some measure of that lost power, Dronikos's satrap entrusted him with a difficult mission: to travel beyond the kingdom's borders in search of ancient knowledge, forgotten relics, and magical artifacts that might strengthen Massai once more. Now Dronikos wanders distant lands, blade in hand and purpose in mind, serving both his satrap and the fading glory of his homeland.

ABILITIES

THACo: 19
Use armor: Any, including shields
Use weapons: Any
Weapon proficiencies: Dagger, short sword, spear
Weapon specializations: Xiphos (+1 to hit and damage)

Secondary skill: Animal trainer
Languages: Common, Massan
Literacy: Literate

EQUIPMENT

Muscle cuirass, xiphos

2 gp
 33 sp
 14 cp
 4 bp

Cloak, greaves, helm, pouch, rations (×3 days), riding horse, sack, sandals, sheath (xiphos), signet ring, waterskin

SHENDRA

Chaotic 1st level Human Chaos Knight

ABILITY SCORES

STR	9	DEX	16
INT	10	CON	15
WIS	14	CHA	13

Ability check:
Roll under or equal on 1d20

COMBAT

HP	9	hit points
AC	5	Armor Class Leather armor + DEX mod
MEL	0	STR modifier to melee att./damage
MIS	+2	DEX modifier to missile attacks



SAVING THROWS

D	10	Death, poison
W	11	Magic wands
P	12	Paralysis, petrification
B	13	Breath attacks
S	14	Spells, magic rods, magic staves
+	+1	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+2	DEX modifier to initiative
+	+1	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

Shendra is a human chaos knight from the kingdom of Lyria in the lands of Narseh. Born into a minor noble house, she was raised within a secretive cult devoted to the demon lord Asmodeus. From an early age she was immersed in the cult's dark ceremonies, witnessing strange rites and forbidden devotions that most in Lyria would never dare speak of. As Shendra grew older, she began experiencing intense visions during these rituals—moments of ecstatic clarity in which she believed the demon lord himself spoke to her. The cult's leaders saw these visions as a sign of favor, and her standing within the order rose quickly. Embracing both blade and devotion, Shendra trained as a warrior to carry out the will of her dark patron. Now she roams the lands of the Middle Sea, pursuing secret missions, spreading the influence of her cult, and serving the whispered commands she believes come from Asmodeus himself.

ABILITIES

THACo: 19
Use armor: Any, including shields
Use weapons: Any
Weapon proficiencies: Dagger, sword, two-handed sword
Weapon specializations: Bastard sword (+1 to hit and damage)
Life drain, unholy resistance, vow of bondage

Secondary skill: Armorer
Languages: Common, Narsene
Literacy: Literate

EQUIPMENT

Bastard sword, dagger, leather armor

16 gp
 32 sp
 22 cp
 7 bp

Belt, boots, breeches, cloak (fur lined), helm, holy symbol, poison (vial), pouch, rations (×6 days), sheath (dagger), sheath (bastard sword), waterskin

SYLWEN

Lawful 1st level Elf Beastmaster

ABILITY SCORES

STR	9	DEX	12
INT	9	CON	16
WIS	15	CHA	11

Ability check:
Roll under or equal on 1d20

COMBAT

HP	7	hit points
AC	7	Armor Class Leather armor
MEL	0	STR modifier to melee att./ damage
MIS	0	DEX modifier to missile attacks



SAVING THROWS

D	11	Death, poison
W	12	Magic wands
P	12	Paralysis, petrification
B	15	Breath attacks
S	16	Spells, magic rods, magic staves
+	+1	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	0	DEX modifier to initiative
+	0	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

Sylwen is a female elf beastmaster from the kingdom of Baerallis in the lands of Narseh. She was born to a humble family in a quiet countryside village, where life revolved around fields, forests, and the rhythms of nature. Like many of the women in her family, Sylwen possessed a rare gift—an instinctive bond with animals, who seemed to trust her as if she were one of their own. Her peaceful life ended one harsh winter when bandits raided the village. In the chaos, both of her parents were slain. Grief-stricken but resolute, Sylwen fled into the wilderness, where she befriended a great mountain lion. Guided by her connection with the beast, she tracked the bandits to their camp and unleashed the lion upon them in the night. Many were slain or left maimed. Afterward, she released the lion back into the wild and returned to civilization. Finding little place for herself, Sylwen now wanders the lands, searching for purpose—and perhaps a new companion.

ABILITIES

THACO: 19
Use armor: Leather, chainmail, shields
Use weapons: Any
Weapon proficiencies: Dagger, short sword, sword
Weapon specializations: None
Identify tracks, animal companions (none currently), reaction modifier, detect secret doors (2-in-6), immunity to ghoulish paralysis, infravision (60'), listening at doors (2-in-6)
Secondary skill: Animal trainer
Languages: Common, Narsene
Literacy: Literate

EQUIPMENT

Broadsword, dagger, leather armor

55 cp
5 bp

Belt, boots, cloak (fur lined), gloves, pouch, rations (×5 days), sheath (dagger), sheath (broadsword), waterskin



KAGE

Neutral 1st level Human Ninja

ABILITY SCORES

STR 13	DEX 13
INT 9	CON 13
WIS 7	CHA 5

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	3

	Armor Class
AC	6
	Padded armor + DEX mod

MEL	+1	STR modifier to melee att./ damage
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MIS	+1	DEX modifier to missile attacks
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SAVING THROWS

D 13	Death, poison
W 14	Magic wands
P 13	Paralysis, petrification
B 16	Breath attacks
S 15	Spells, magic rods, magic staves
+ - -1	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+1	DEX modifier to initiative
+ - -1		CHA modifier to reaction rolls

Mv	30'	Movement rate per round
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Kage is a ninja from the distant southern lands of Ka-Li, born and raised within a secretive clan that served powerful lords through stealth, espionage, and assassination. From childhood he was trained in silence, patience, and the precise art of striking unseen. Duty to the clan and obedience to a contract were instilled in him as absolute virtues. Recently, Kage's clan accepted a commission from a powerful daimyo to eliminate a merchant who had given grave offense. By the time the order was carried out, however, the merchant had already fled Ka-Li, traveling far to the north beyond lands familiar to the clan. Chosen for the task, Kage set out alone to complete the contract. His pursuit has carried him into the unfamiliar realms surrounding the Middle Sea, where strange customs and foreign tongues surround him. Quiet and relentless, Kage continues the hunt, determined to fulfill the mission entrusted to him by his clan.

ABILITIES

THACO: 19
Use armor: Leather, no shields
Use weapons: Any with the ninja weapon quality
Weapon proficiencies: Dagger, short sword, sword
Weapon specializations: None
Back-stab (+2 hit, double damage), disguise, martial arts (1d4), retreating attack, sniper, vanish

HP: 10% **HS:** 20% **MS:** 10% **TW:** 45%

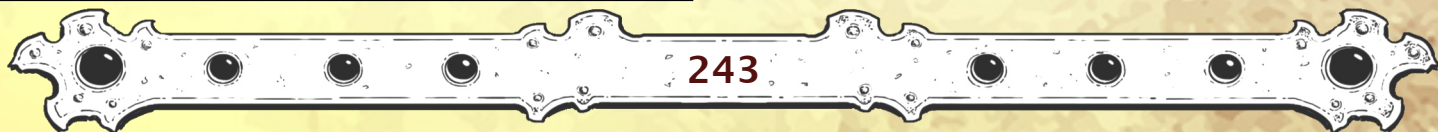
Secondary skill: Bookbinder
Languages: Common, Kalinese
Literacy: Literate

EQUIPMENT

Katana, kyoketsu shoge, nekode, ninja-to, padded armor, shuriken (×5)

2 gp
2 sp

Disguises (makeup, clothes), poison (3 vials), pouch, rations (×4 days), (shinobi shōzoku, sheath (katana), sheath (ninja-to), smoke bomb (×6), tabi boots, thieves' tools, waterskin



KRASSUS

Neutral 1st level Human Ranger



SAVING THROWS

D 12	Death, poison
W 13	Magic wands
P 14	Paralysis, petrification
B 15	Breath attacks
S 16	Spells, magic rods, magic staves
+ - 0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT 0	DEX modifier to initiative
+ - 0	CHA modifier to reaction rolls
Mv 30'	Movement rate per round

ABILITY SCORES

STR 13	DEX 11
INT 10	CON 15
WIS 12	CHA 10

Ability check:
Roll under or equal on 1d20

COMBAT

HP 4	hit points
AC 5	Armor Class Leather armor + oval shield
MEL +1	STR modifier to melee att./damage
MIS 0	DEX modifier to missile attacks

Krassus is a human ranger from the Karthan Peninsula, born in a modest town among the Lathan allies. Though counted as a citizen of Karth, he grew up knowing that those from allied lands were often treated as second-class compared to true Karthans. Hoping to earn respect and prove his worth, he enlisted in the military at seventeen. His legion was posted far from home in Longwall Province, where his century garrisoned a lonely frontier fort. Krassus served among the rangers tasked with scouting the wild lands beyond the border, watching the movements of the elusive Denaari wild elves. For years he patrolled forests and hills, learning the ways of the wilderness and the dangers that lurked there. Everything changed when a routine patrol was ambushed by Denaari warriors. The fight was brutal, and many of his comrades fell. Amid the chaos, Krassus fled. Now a deserter, he survives alone, wandering far from the empire he once served.

ABILITIES

THACo: 19
Use armor: Leather, chainmail, shields
Use weapons: Any
Weapon proficiencies: Dagger, javelin, short sword
Weapon specializations: Short sword (+1 to hit and damage)
Awareness, foraging and hunting, pursuit, stealth, tracking

Secondary skill: Farmer
Languages: Common, Karthan
Literacy: Literate

EQUIPMENT

Gladus, leather armor, oval shield, pilum, plumbata (x2), pugio

18 sp
 29 cp
 1 bp

Belt, blanket, boots, breeches, flint and steel, helm, mess kit, pack, pouch, rations (x2 days), sheath (gladius), sheath (pugio), shovel, signal whistle, waterskin

HAKON

Neutral 1st level Human Barbarian

ABILITY SCORES

STR	15	DEX	10
INT	9	CON	18
WIS	8	CHA	9

Ability check:
Roll under or equal on 1d20

COMBAT

HP	11	hit points
AC	3	Armor Class Mail armor + round shield
MEL	+1	STR modifier to melee att./ damage
MIS	0	DEX modifier to missile attacks



SAVING THROWS

D	10	Death, poison
W	13	Magic wands
P	12	Paralysis, petrification
B	15	Breath attacks
S	16	Spells, magic rods, magic staves
+ -	-1	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	0	DEX modifier to initiative
+ -	0	CHA modifier to reaction rolls
Mv	20'	Movement rate per round

Hakon is a human barbarian from the rugged lands of the Nordvanir, a warrior raised among raiders and seafarers. Restless by nature, he joined many longship expeditions in his youth, earning a reputation for his towering strength and ferocity in battle. On one fateful raid into Lusatania, Hakon and his companions returned with plunder, but a violent storm struck during the voyage home. Several ships were blown far off course, and Hakon's longship was smashed against unknown shores. The few who survived found themselves in the lands of the Denaari. Captured by a tribe of wild elves, Hakon expected death. Instead, his immense size and fearless spirit intrigued them. They offered him a chance to prove himself in a skirmish against a rival tribe. Hakon fought with savage skill, earning both freedom and coin. Since then, he has wandered the lands around the Middle Sea, selling his strength and battle-hardened prowess to any who can meet his price.

ABILITIES

THACO: 19
Use armor: Leather, chainmail, shields
Use weapons: Any
Weapon proficiencies: Dagger, pole arm, sword
Weapon specializations: Pole arm (+1 to hit and damage)
Cure poison, fear of magic, foraging and hunting

CS: 87% **HD:** 10% **MS:** 20%

Secondary skill: Fisher
Languages: Common, Vaniric
Literacy: Literate

EQUIPMENT

Dagger, mail armor, pole arm, round shield

23 sp
23 cp

Ale horn, backpack, belt, boots, breeches, cloak (fur lined), comb, fish hook, fishing tackle, helm, pouch, sheath (dagger), waterskin



YRSA

Neutral 1st level Human Magic-User

ABILITY SCORES

STR	9	DEX	16
INT	16	CON	10
WIS	11	CHA	11

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	2

	Armor Class
AC	8

MEL	0	STR modifier to melee att./ damage
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MIS	+2	DEX modifier to missile attacks
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SAVING THROWS

D	13	Death, poison
W	14	Magic wands
P	13	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
+	0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+2	DEX modifier to initiative
+	0	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

Yrsa is a human magic-user from the northern lands of the Nordvanir, raised in a small village under the careful tutelage of her grandmother, a respected seer and sorceress. From a young age, Yrsa displayed a natural affinity for the arcane, quickly mastering the basics. Gifted and cunning, she learned to employ charm and persuasion to secure luxuries and comforts from those around her, using her talents to indulge her expensive tastes. Life in the village, however, proved tedious, and the jealousy and violence her charms provoked among men only bored her further. After her grandmother passed away, Yrsa departed her homeland, seeking new horizons. She now travels across the Middle Sea, pursuing deeper knowledge of magic, rare artifacts, and mystical power. Always ambitious, restless, and ever curious, she is drawn to the arcane secrets and challenges that lie beyond the mundane.

ABILITIES

THACo: 19
Use armor: None
Use weapons: xxxx
Weapon proficiencies: Dagger
Weapon specializations: None

Secondary skill: Fisher
Languages: Common, High Elvish, Kelnic, Vaniric
Literacy: Literate

Spells: charm person

EQUIPMENT

Dagger

1 gp
2 sp
3 cp

Belt, comb, jeweled sheath (dagger, worth 5 gp),
jewelry (assorted, worth 10 gp total), mirror (small),
pouch, rations (×4 days), robes (fur trimmed), spell
book, waterskin



SKARDE

Chaotic 1st level Human Fighter

ABILITY SCORES

STR 14	DEX 13
INT 8	CON 10
WIS 9	CHA 9

Ability check:
Roll under or equal on 1d20

COMBAT

HP	6	hit points
AC	2	Armor Class Mail armor + round shield + DEX mod
MEL	+1	STR modifier to melee att./damage
MIS	+1	DEX modifier to missile attacks



SAVING THROWS

D 12	Death, poison
W 13	Magic wands
P 14	Paralysis, petrification
B 15	Breath attacks
S 16	Spells, magic rods, magic staves
+ - 0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+1	DEX modifier to initiative
+ - 0		CHA modifier to reaction rolls
Mv	20'	Movement rate per round

Skarde is a human fighter from the harsh northern lands of the Nordvanir, bred among raiders and warriors who value strength above all else. From his youth, he has been driven by bloodlust and an insatiable craving for combat, plunder, and self-indulgence. Discipline and restraint have never been his companions; he is a slave to his own compulsions. During a successful raid on a coastal settlement, Skarde's longship captain chose to delay the return home, and the crew agreed to sail the Middle Sea, selling their martial services as mercenaries. They fought in several battles for King Tehlmaiac IV of Pharos, leaving destruction in their wake. After one particularly brutal engagement where a small town was sacked, the captain finally decided it was time to return north with their spoils. Skarde, however, was not ready to abandon the life of chaos and violence. He remains in the Middle Sea, wandering from town to battlefield, seeking fresh plunder and new pleasures.

ABILITIES

THACO: 19
Use armor: Any, including shields
Use weapons: Any
Weapon proficiencies: Dagger, hand axe, short sword
Weapon specializations: Short sword (+1 to hit and damage)

Secondary skill: Fisher
Languages: Common, Vaniric
Literacy: Basic

EQUIPMENT

Dagger, mail armor, round shield, short sword

3 gp
12 cp

Belt, breeches, cloak, flint and steel, helm, lodestone, pouch, rations (×4 days), sack, sheath (dagger), sheath (short sword), shoes, torch (×2), waterskin, whetstone

JUNWEI

Lawful 1st level Human Monk



ABILITY SCORES

STR	13	DEX	18
INT	10	CON	10
WIS	13	CHA	12

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	2

	Armor Class
AC	6

MEL	+1	STR modifier to melee att./ damage
MIS	+3	DEX modifier to missile attacks

Junwei is a human monk from the southern lands of Ka-Li, born to humble farmers in a quiet village. From a young age, he displayed unusual discipline and focus, traits that caught the attention of traveling examiners from the Luung Do temples. During a selection trial, his skill and composure distinguished him from hundreds of other children, earning him a place at a remote mountain temple. Taken far from his home, Junwei was trained in the strict disciplines of body, mind, and spirit. Years of meditation, martial arts, and study honed him into a thoughtful and capable monk, revered among his peers for both wisdom and skill. Recently, the elders of the temple selected him for a sacred mission: to journey beyond Ka-Li's borders, experience the wider world, and gather knowledge to enrich the temple. Now, Junwei travels the lands of the Middle Sea, observing, learning, and carrying the teachings of his order wherever he goes.

ABILITIES

THACo: 19
Use armor: None, no shields
Use weapons: Any with the monk weapon quality
Weapon proficiencies: Club, staff, two-handed sword
Weapon specializations: None
Jab, push kick, natural AC 9, unarmed damage (1d2)

Secondary skill: Farmer
Languages: Common, Kalinese
Literacy: Literate

SAVING THROWS

D	13	Death, poison
W	14	Magic wands
P	13	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
+	+1	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+3	DEX modifier to initiative
+	0	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

EQUIPMENT

Bo staff, cicada sword, rope dart

14 sp
5 cp

Pouch, rations (×5 days), robes, sandals, waterskin

AELNA

Lawful 1st level Human Paladin

ABILITY SCORES

STR	11	DEX	12
INT	10	CON	10
WIS	16	CHA	18

Ability check:
Roll under or equal on 1d20

COMBAT

HP	6	hit points
AC	2	Armor Class Full plate
MEL	0	STR modifier to melee att./ damage
MIS	0	DEX modifier to missile attacks



SAVING THROWS

D	10	Death, poison
W	11	Magic wands
P	12	Paralysis, petrification
B	13	Breath attacks
S	14	Spells, magic rods, magic staves
+ -	+2	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	0	DEX modifier to initiative
+ -	+2	CHA modifier to reaction rolls
Mv	20'	Movement rate per round

Aelna is a human paladin from the kingdom of Wessergorn on the Isle of Keln. Born into a minor noble family, she was granted entry at the age of fourteen into the Order of the Opulent Flame, a knightly brotherhood devoted to Lore, the god of war. From the beginning she proved an exceptional student—disciplined, devout, and relentless in both martial training and sacred study. Two years ago, a nearby town fell under the shadow of a vampire and its growing brood. The Order rode out to destroy the creature and purge its spawn. The battle was fierce and costly. Though the vampire's minions were destroyed, the creature itself escaped into the night, and the Grand Master of the Order fell during the fight. Aelna took the failure personally. Since that night she has sworn to hunt the vampire wherever it flees, pursuing the creature across distant lands until the evil is finally destroyed.

ABILITIES

THACo: 19
Use armor: Any, including shields
Use weapons: Any
Weapon proficiencies: Lance, mace, sword
Weapon specializations: Bastard sword (+1 to hit and damage)

Holy resistance, laying on hands, turning the undead

Secondary skill: Armorer
Languages: Common, Kelnic
Literacy: Literate

EQUIPMENT

Bastard sword, dirk, full plate armor

2 gp
10 sp

Boots, cloak, flint and steel, garlic powder (vial), holy symbol, holy water (vial), pouch, rations (×7 days), sheath (bastard sword), sheath (dirk), whetstone

KATSURO

Lawful 1st level Elf Samurai



ABILITY SCORES

STR	14	DEX	14
INT	11	CON	14
WIS	12	CHA	7

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	8

	Armor Class
AC	5
	<i>Do maru + DEX mod</i>

MEL	+1	STR modifier to melee att./ damage
MIS	+1	DEX modifier to missile attacks

SAVING THROWS

D	12	<i>Death, poison</i>
W	13	<i>Magic wands</i>
P	14	<i>Paralysis, petrification</i>
B	15	<i>Breath attacks</i>
S	16	<i>Spells, magic rods, magic staves</i>
+	0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+1	DEX modifier to initiative
+	-1	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

Katsuro is an elf samurai from the distant lands of Ka-Li, born into a proud warrior family sworn to the service of a minor daimyo. From childhood he was trained in the strict disciplines of the samurai—swordsmanship, loyalty, and the unyielding code of honor that guides a warrior's life. Calm, disciplined, and patient, Katsuro earned his place among his lord's trusted retainers. For generations, legends have spoken of the Pearl of Go-Sho, a sacred relic stolen long ago by Naphthian raiders during a distant age of war, centuries ago. The artifact was believed lost to time, but recently the daimyo's seers claimed to have witnessed visions of the pearl's survival, hidden somewhere in the wild lands far to the north. Tasked with recovering the relic, Katsuro departed Ka-Li and journeyed into the unfamiliar realms surrounding the Middle Sea. Bound by duty and honor, he now searches the barbarian lands, determined to reclaim the Pearl of Go-Sho for his lord.

ABILITIES

THACo: 19
Use armor: Any, no shields
Use weapons: Any
Weapon proficiencies: Longbow, short sword, sword
Weapon specializations: Katana (+1 to hit and damage)
Fearless, katana mastery, kiai, riposte, whirlwind attack, detect secret doors (2-in-6), immunity to ghoul paralysis, infravision (60'), listening at doors (2-in-6)

Secondary skill: Poetry
Languages: Common, Kalinese
Literacy: Literate

EQUIPMENT

Do maru, katana, wakizashi

3 gp
7 sp

Belt, boots, calligraphy brush, comb, incense (×5 sticks), ink (vial), paper (×10 sheets), pouch, rations (×3 days), robes (silk), sheath (katana), sheath (wakizashi), waterskin

ARKOMETRIUS

Neutral 1st level Satyr Fighter

ABILITY SCORES

STR 12	DEX 14
INT 11	CON 12
WIS 10	CHA 9

Ability check:
Roll under or equal on 1d20

COMBAT

HP	4	hit points
AC	6	Armor Class Leather armor + DEX mod
MEL	0	STR modifier to melee att./damage
MIS	+1	DEX modifier to missile attacks



SAVING THROWS

D 12	Death, poison
W 13	Magic wands
P 14	Paralysis, petrification
B 15	Breath attacks
S 16	Spells, magic rods, magic staves
+ - 0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+1	DEX modifier to initiative
+ -	0	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

Arkometrius, known as "Arko" to friends, is a male satyr fighter from the Kingdom of Thessadonia. Captured by bandits as a youth, he was sold into Karthan slavery and forced to fight in the gladiatorial pits. Fierce and cunning, he earned renown for his skill, even surviving a festival battle in which his left hand was severed. Ingeniously, he fitted the stump with a goblin skull, which only enhanced his fearsome reputation. The crowd's cheers spared his life, and a grateful Karthan senator freed him, taking Arko into his service as a personal bodyguard. For three years, Arko served faithfully, until a diplomatic mission escorting the senator's son to Mauretania ended in disaster. Raiders struck the convoy, killing the son. Arko discovered the attack was orchestrated by a rival senator using hill dwarf mercenaries. Now free and burning with vengeance, Arko wanders the Middle Sea, determined to uncover the truth, punish those responsible, and reclaim the honor stolen from him.

ABILITIES

THACO: 19
Use armor: Any, including shields
Use weapons: Any
Weapon proficiencies: Dagger, short sword, sling
Weapon specializations: Short sword (+1 to hit and damage)
Defensive bonus, hiding

Secondary skill: Huntsman
Languages: Common, Satyr, Thessadonian
Literacy: Literate

EQUIPMENT

Leather armor, short sword, skull fist (goblin skull, 1d4 damage)

22 sp

Belt, pouch, rations (×6 days), sheath (short sword), waterskin

ARDISHAR

Chaotic 1st level Human Sorcerer

ABILITY SCORES

STR	8	DEX	9
INT	12	CON	15
WIS	17	CHA	15

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	5

	Armor Class
AC	10

MEL	0	STR modifier to melee att./ damage
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MIS	0	DEX modifier to missile attacks
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SAVING THROWS

D	13	Death, poison
W	14	Magic wands
P	13	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
+	+2	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	0	DEX modifier to initiative
+	0	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

Ardishar is a human sorcerer from Nethia, born into slavery and sold repeatedly as a child. His fortune changed when he was purchased by a powerful sorcerer, who took him as both servant and apprentice. Under harsh tutelage, Ardishar learned the secrets of magic, mastering spells and arcane techniques that few could comprehend. As his knowledge grew, so did his ambition. The apprentice became a rival, and in a decisive act of cunning and power, Ardishar slew his master, claiming freedom and the forbidden knowledge he had long coveted. Now unbound, he wanders the lands of the Middle Sea, seeking opportunities to expand his magical prowess. Driven by ambition and a hunger for power, Ardishar studies ancient tomes, experiments with new spells, and hunts for mystical artifacts. Every encounter is a chance to grow stronger, and every challenge is a step toward mastery over the arcane.

ABILITIES

THACo: 19
Use armor: None
Use weapons: Dagger, staff
Weapon proficiencies: Staff
Weapon specializations: None

Secondary skill: Potter
Languages: Common, Nethian
Literacy: Literate

Spells: *animate blood*

EQUIPMENT

Staff

13 gp
11 sp
20 cp

Chalk (×2 sticks), hooded robes, pouch, rations (×10 days), sandals, sash, spell book, waterskin

ERYX

Lawful 1st level Human Fighter

ABILITY SCORES

STR 15	DEX 16
INT 10	CON 12
WIS 10	CHA 14

Ability check:
Roll under or equal on 1d20

COMBAT

HP	7	hit points
AC	0	Armor Class
MEL +1		STR modifier to melee att./ damage
MIS +2		DEX modifier to missile attacks

Muscle cuirass +
hoplon + DEX mod



SAVING THROWS

D 12	Death, poison
W 13	Magic wands
P 14	Paralysis, petrification
B 15	Breath attacks
S 16	Spells, magic rods, magic staves
+ - 0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT +2	DEX modifier to initiative
+ - +1	CHA modifier to reaction rolls
Mv 20'	Movement rate per round

Eryx is a human fighter from the city-states of Thessadonia, born into the warrior class and raised with the expectation that he would bring honor to his people. From a young age he trained with spear and shield, later proving himself in skirmishes against the fierce Thanes who dwell in the northern lands. Seeking glory and ancient treasures, Eryx was chosen as part of a band of warriors sent to explore the ruined city of Jarash. Deep within the crumbling halls they discovered the terrible truth of the place: a powerful medusa had made the ruins her lair. One by one his companions fell—some slain, others turned to lifeless stone. Eryx alone managed to escape the cursed ruins. When he returned home with the tale, his people refused to believe him. They called him a coward who abandoned his comrades. Shamed and cast out, Eryx now wanders the lands of the Middle Sea, seeking redemption and a chance to prove his courage.

ABILITIES

THACo: 19
Use armor: Any, including shields
Use weapons: Any
Weapon proficiencies: Short sword, spear, sword
Weapon specializations: Spear (+1 to hit and damage)

Secondary skill: Smithing
Languages: Common, Thessadonian
Literacy: Literate

EQUIPMENT

Hoplon, muscle cuirass, spear, xiphos

33 sp
13 cp
2 bp

Bracers, cloak, greaves, helm, pouch, rations (×7), sandals, sheath (xiphos), waterskin



DAYSHARA

Lawful 1st level Elf Fighter

ABILITY SCORES

STR	10	DEX	18
INT	14	CON	15
WIS	10	CHA	13

Ability check:
Roll under or equal on 1d20

COMBAT

	hit points
HP	6

	Armor Class
AC	1
	Muscle cuirass + DEX mod

MEL	0	STR modifier to melee att./ damage
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MIS	+3	DEX modifier to missile attacks
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SAVING THROWS

D	12	Death, poison
W	13	Magic wands
P	14	Paralysis, petrification
B	15	Breath attacks
S	16	Spells, magic rods, magic staves
+	0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+3	DEX modifier to initiative
+	+1	CHA modifier to reaction rolls
Mv	20'	Movement rate per round

Dayshara was born an elven noble, a princess in the House of Farla in the lands of Vala Aedain, kingdom of the High Elves in the Keln Isles. She scandalized her family and her culture by leaving home to journey into the lands of the humans where she might be free to choose her own destiny. She found herself in the Principality of Arlence, homeless and on the street. When a group of street thugs from a local Thieves Guild decided to have some fun with her, her screams caught the attention of a passing minotaur—a fierce brute known as Thayrash. He saved the damsel, and the two became fast friends (more to Dayshara's insistence to not leave his side despite his gruff rebukes). Eventually the two became pupils of the renowned master-of-arms trainer, Tabol the Black Flower. For her weapon of choice, Tabol chose for her the rapier, revealing to her long-kept swordmaster techniques. Now that her apprenticeship is over, she is once again tagging along in the shadow of her new friend and protector, Thayrash.

ABILITIES

THACo: 19
Use armor: Any, including shields
Use weapons: Any
Weapon proficiencies: Short bows, short swords, swords
Weapon specializations: *Rapier (+1 to hit and damage)
Detect secret doors (2-in-6), immunity to ghoul paralysis, infravision (60'), listening at doors (2-in-6)

Secondary skill: Huntsman
Languages: Common, High Elvish, Kelnic
Literacy: Literate

Since she is proficient, she may use her DEX mod instead of STR for attacks with a rapier.

EQUIPMENT

Muscle cuirass, rapier

8 gp

Greaves, helm, pouch, rations (×1 day), sandals, sheath (rapier), waterskin



TANSY

Neutral 1st level Halfling Thief

ABILITY SCORES

STR	6	DEX	17
INT	12	CON	8
WIS	12	CHA	9

Ability check:
Roll under or equal on 1d20

COMBAT

HP	4	hit points
AC	6	Armor Class Padded armor + DEX mod
MEL	-1	STR modifier to melee att./damage
MIS	+2	DEX modifier to missile attacks



SAVING THROWS

D	13	Death, poison
W	14	Magic wands
P	13	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
+/-	0	WIS modifier to saves vs magic

Saving Throw:
Roll over or equal on 1d20

ENCOUNTERS

INIT	+2	DEX modifier to initiative
+/-	0	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

Tansy is a halfling from the Principality of Arlence, raised among the narrow streets and crowded docks of its seaside towns. Quick with a smile and quicker with her hands, she was taken into the local thieves' guild while still young, where she learned the quiet arts of pickpocketing, misdirection, and slipping unnoticed through a crowd. In recent years she has worked at the Soggy Sea Inn as a serving wench, a position that places her in the perfect spot to practice her trade. Sailors flush with drink and coin rarely notice when a purse grows lighter after an evening of ale and laughter, and Tansy has grown quite skilled at relieving them of their excess silver. Lately, though, the routine has begun to feel dull. The same sailors, the same stories, the same small scores. Restless and curious, Tansy has begun to wonder what fortunes might await beyond Arlence's shores.

ABILITIES

THACo: 19
Use armor: Leather, no shields
Use weapons: Any
Weapon proficiencies: Dagger, short sword, sling
Weapon specializations: None
Back stab, defensive bonus, initiative bonus (+1, total +3), listening at doors (2-in-6), missile attack bonus, resilience (+2)

CS: 87% **TR:** 10% **HN:** 1-2 **HS:** 10% **MS:** 20% **OL:** 15% **PP:** 20%

Secondary skill: Serving wench
Languages: Common, Shirefolk Hobbitese
Literacy: Literate

EQUIPMENT

Dagger, padded armor, sling

34 cp
8 bp

Belt, breeches, pouch, rations (×2 days), sheath (dagger), sling stones (×6), thieves' tools, waterskin,





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